



"Stakes Pt. 8: The Dark Cloud"

1034-219

Record Board



Date 03/13/15

- ☒ Board Team Final
- ☒ Network Approval Board 03/13/15
- ☒ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by
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Supervising Director
Andres Salaff

Storyboard by
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Steve Wolfhard

Animation Studio
SAE ROM

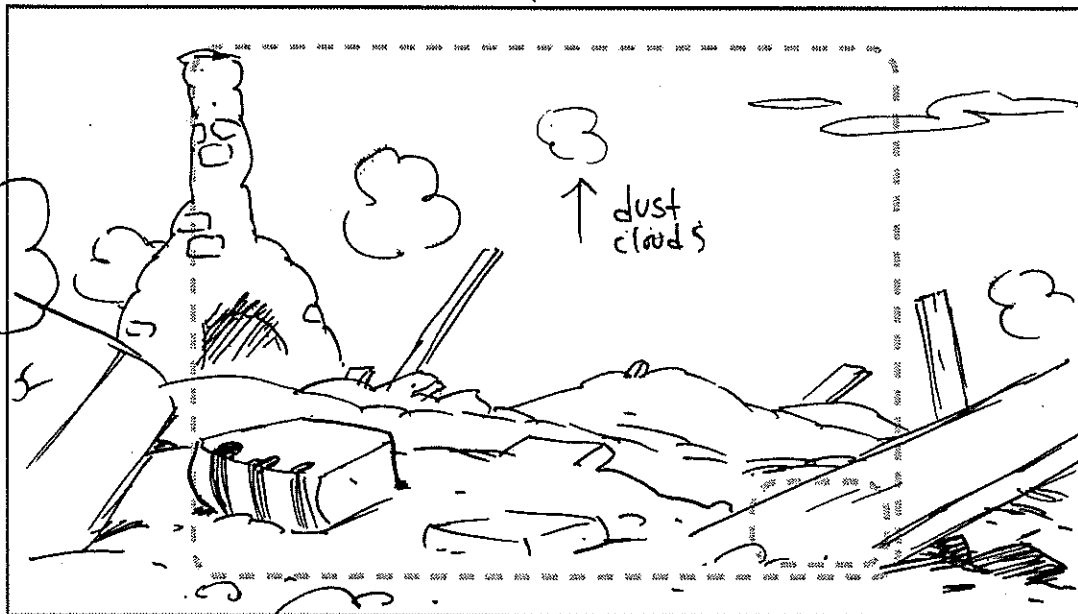
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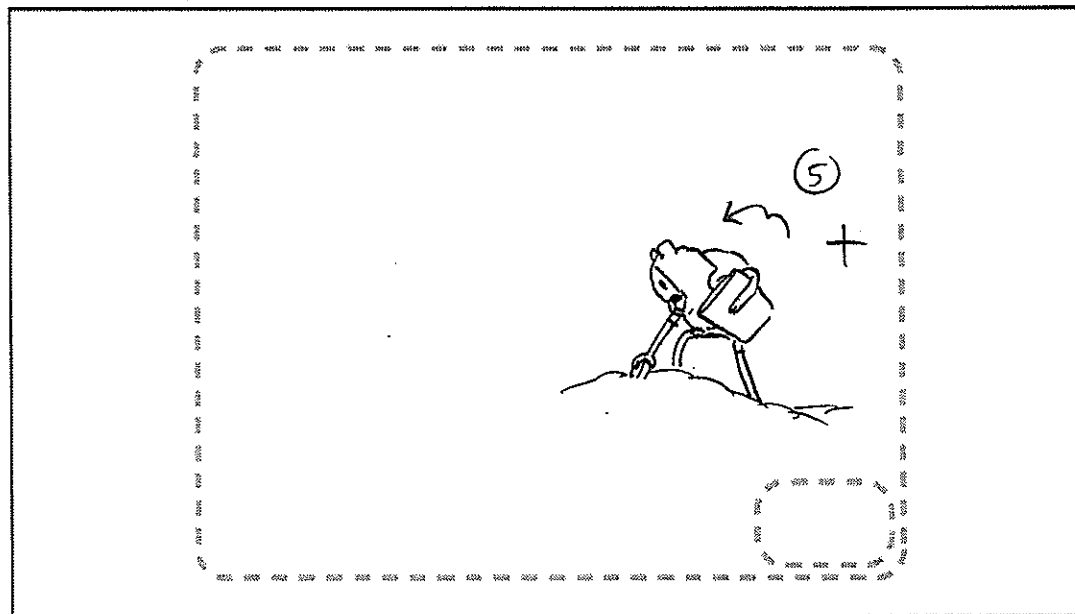


Page 01

Sc. 01 Pnl. A Bg. day night



Sc. 01 Pnl. B Bg. day night



Dialog:
(F) ① oh geez oh geez,
② ③ uh, c'mon...
⑥ ehhh... (panicky throughout)

Action:

Timing:

1

① +



② +



③ +

④ +



⑥ +



-Finn searches for
pieces of Peppermint
Butter

2

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EPISODE #

Production :

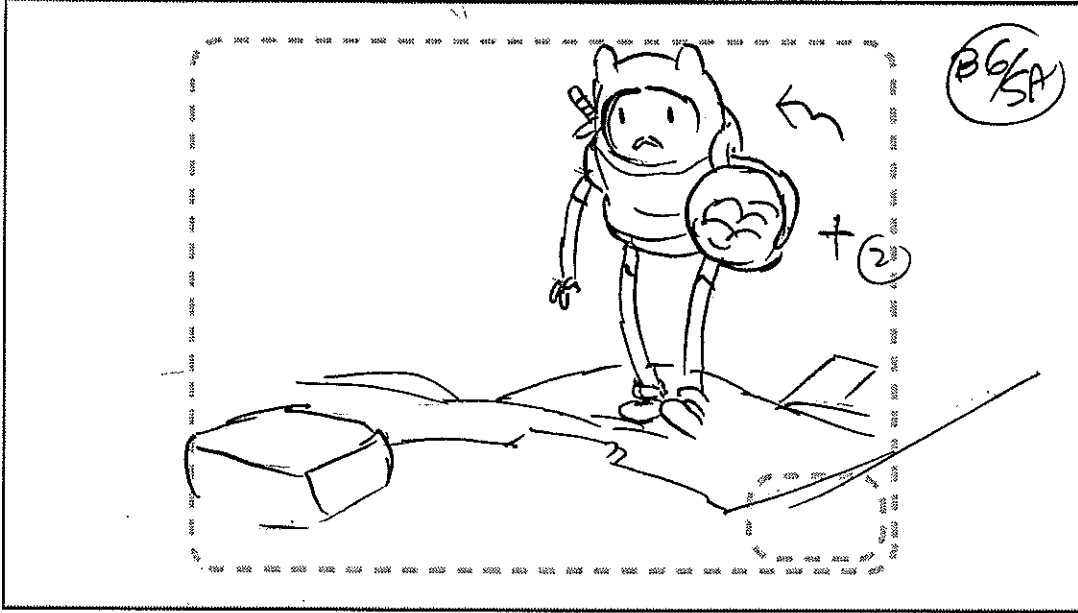
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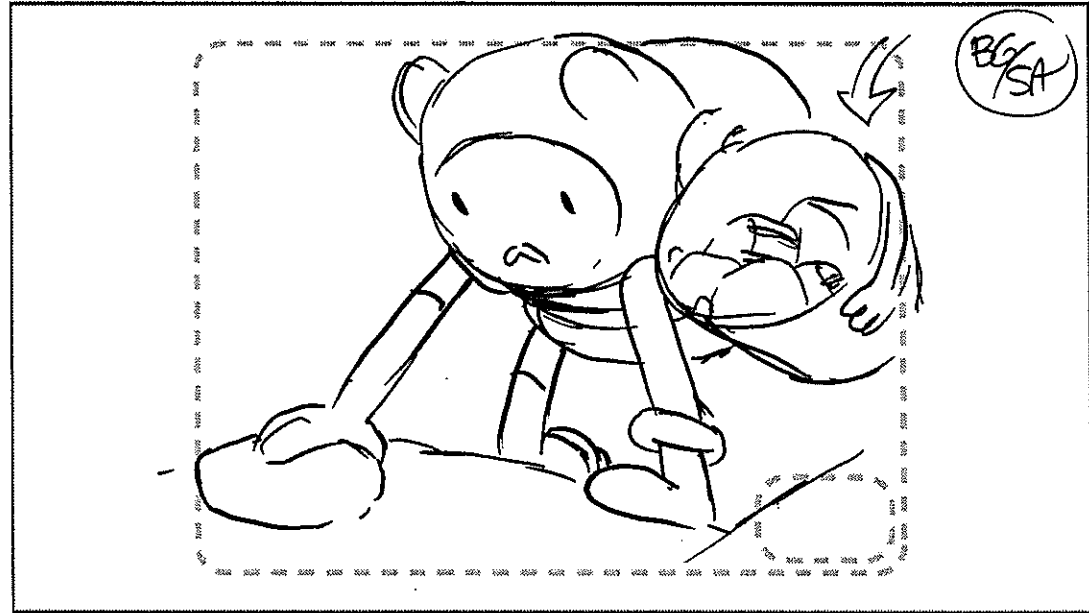


Page 02

Sc. 01 Pnl. C Bg. day night



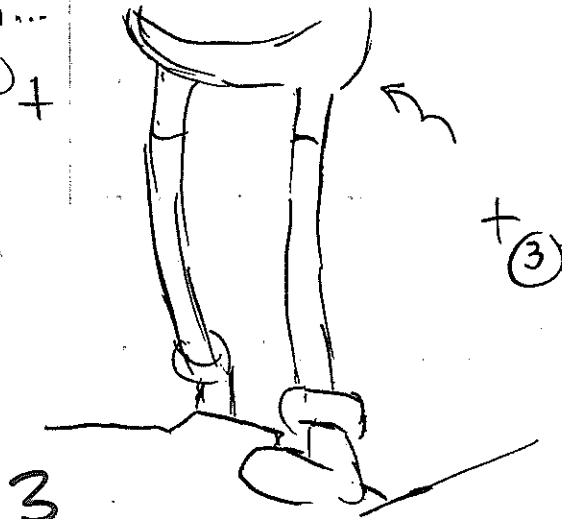
Sc. 01 Pnl. D Bg. day night



Dialog: (F) c'mon c'mon...

Action:

Timing: - Finn rejects incorrect piece.



(F:) uh...
(panicky)

4

EPISODE #

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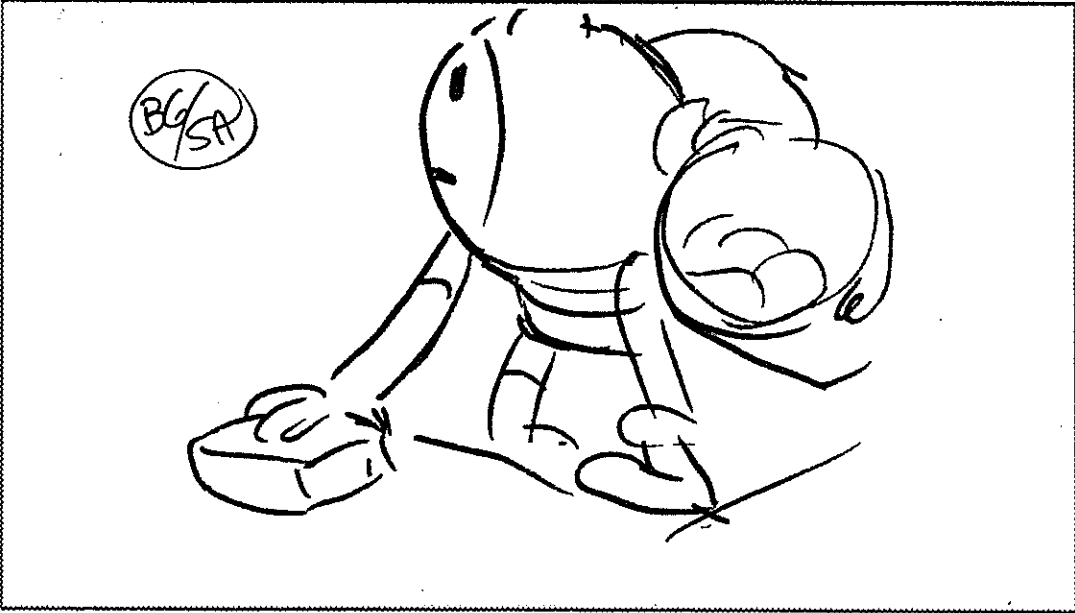
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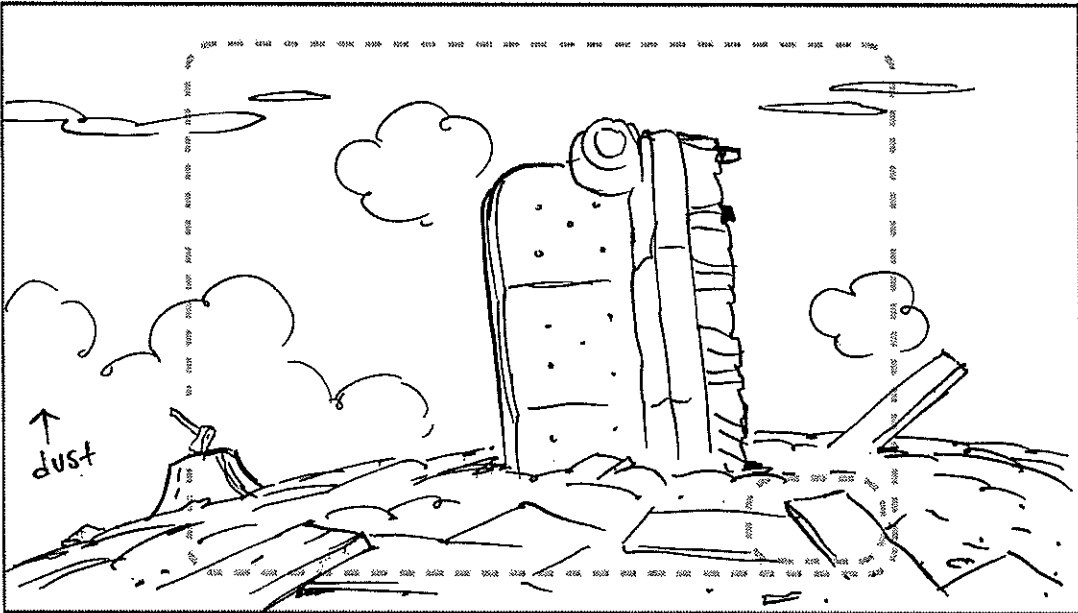
ADVENTURE TIME



Sc. 01 Pnl. E Bg. day night



Sc. 02 Pnl. A Bg. day night



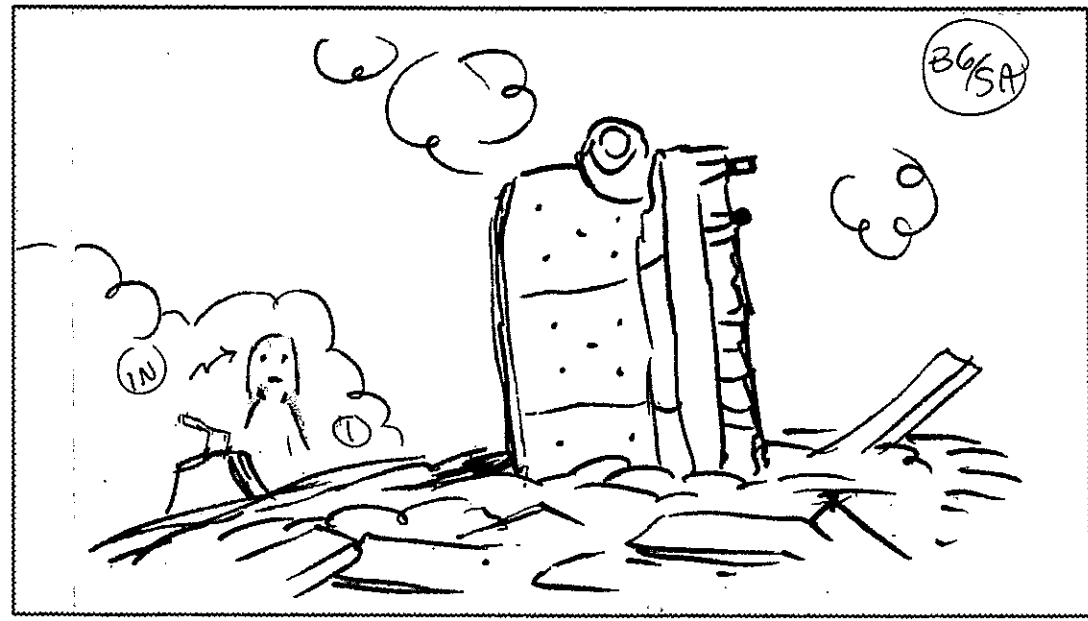
Dialog:	(P.B.) (OS) Finn don't worry about it.
Action:	- dust clouds hover and dissipate.
Timing:	5 6

Production :
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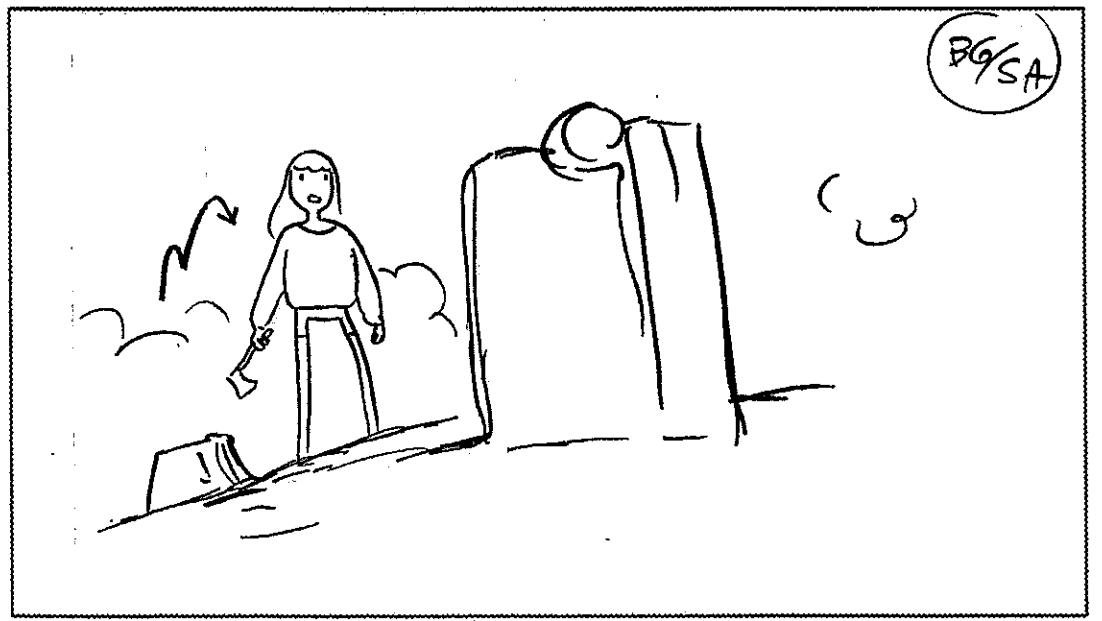
ADVENTURE TIME



Sc. 02 Pnl. B Bg. day night



Sc. 02 Pnl. C Bg. day night



Dialog:	(PB) We've got bigger fish to fry right now.	
Action:		<p>- PB walks through dust cloud, grabbing hatchet from stump (which gives resistance) along the way.</p>
Timing:		

7

8

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Production :

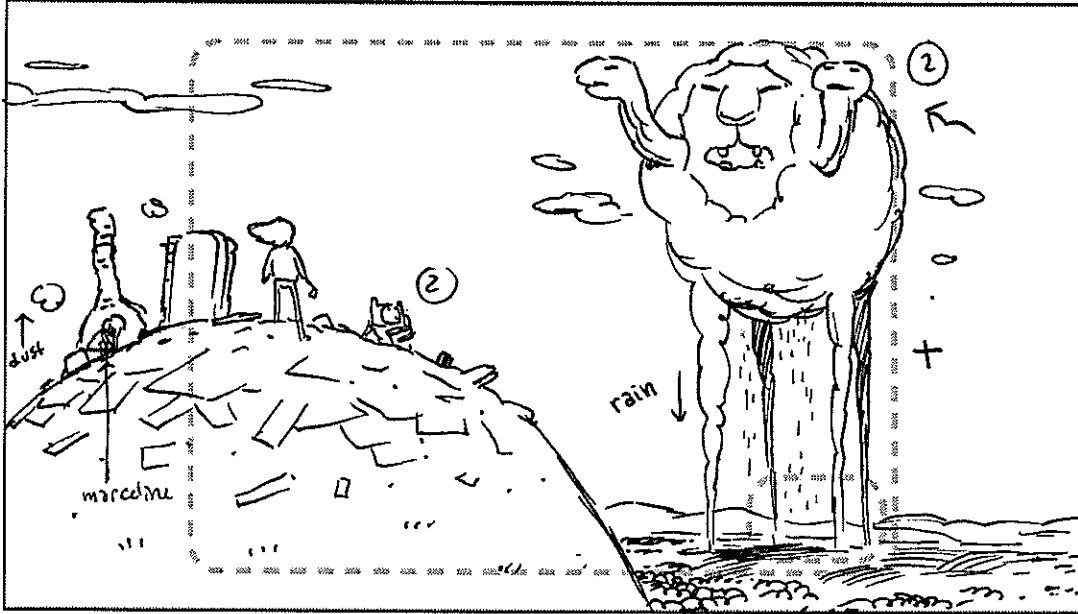
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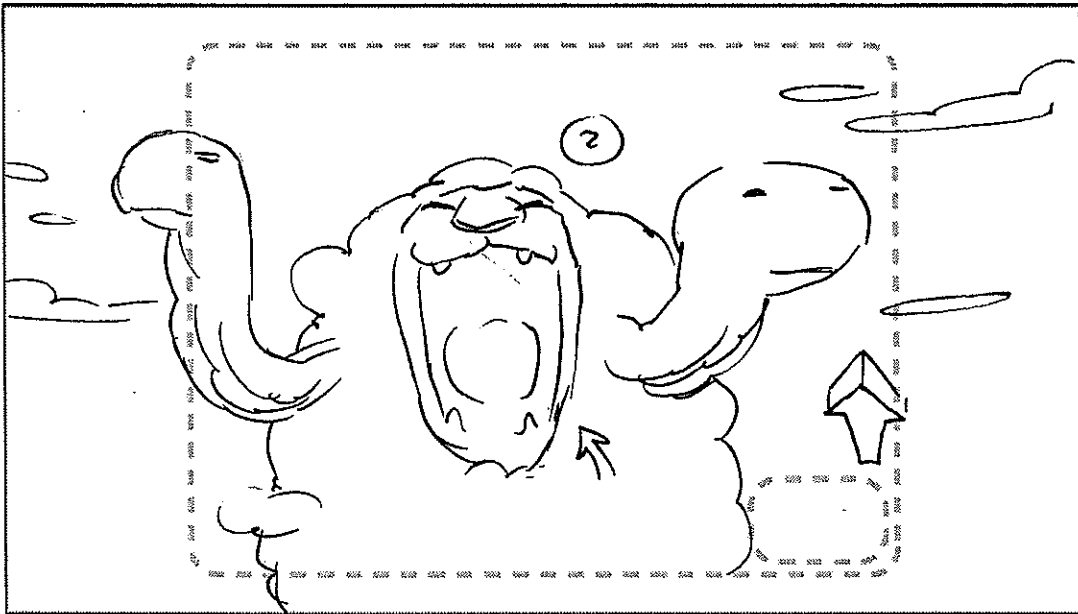
ADVENTURE TIME



Sc. 03 Pnl. A Bg. day night

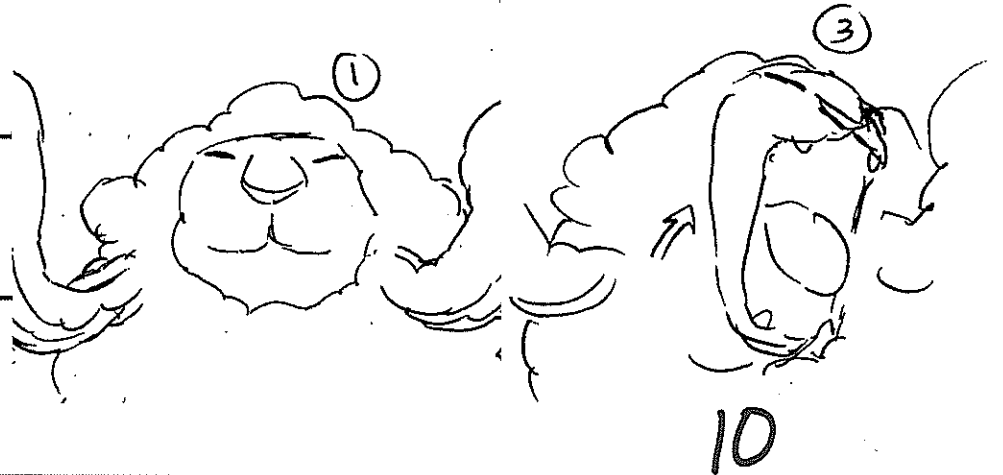
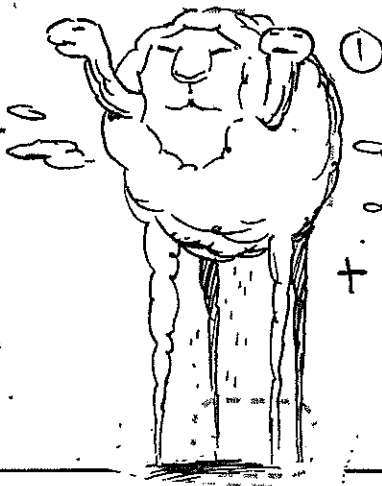
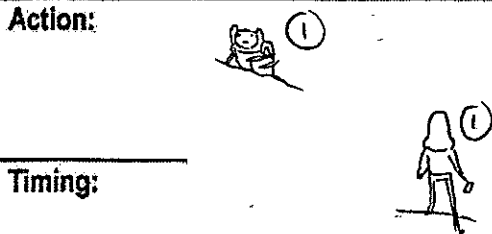


Sc. 04 Pnl. A Bg. day night



Dialog: ESSENCE: * pre-roar grumble *

- Essence works forward

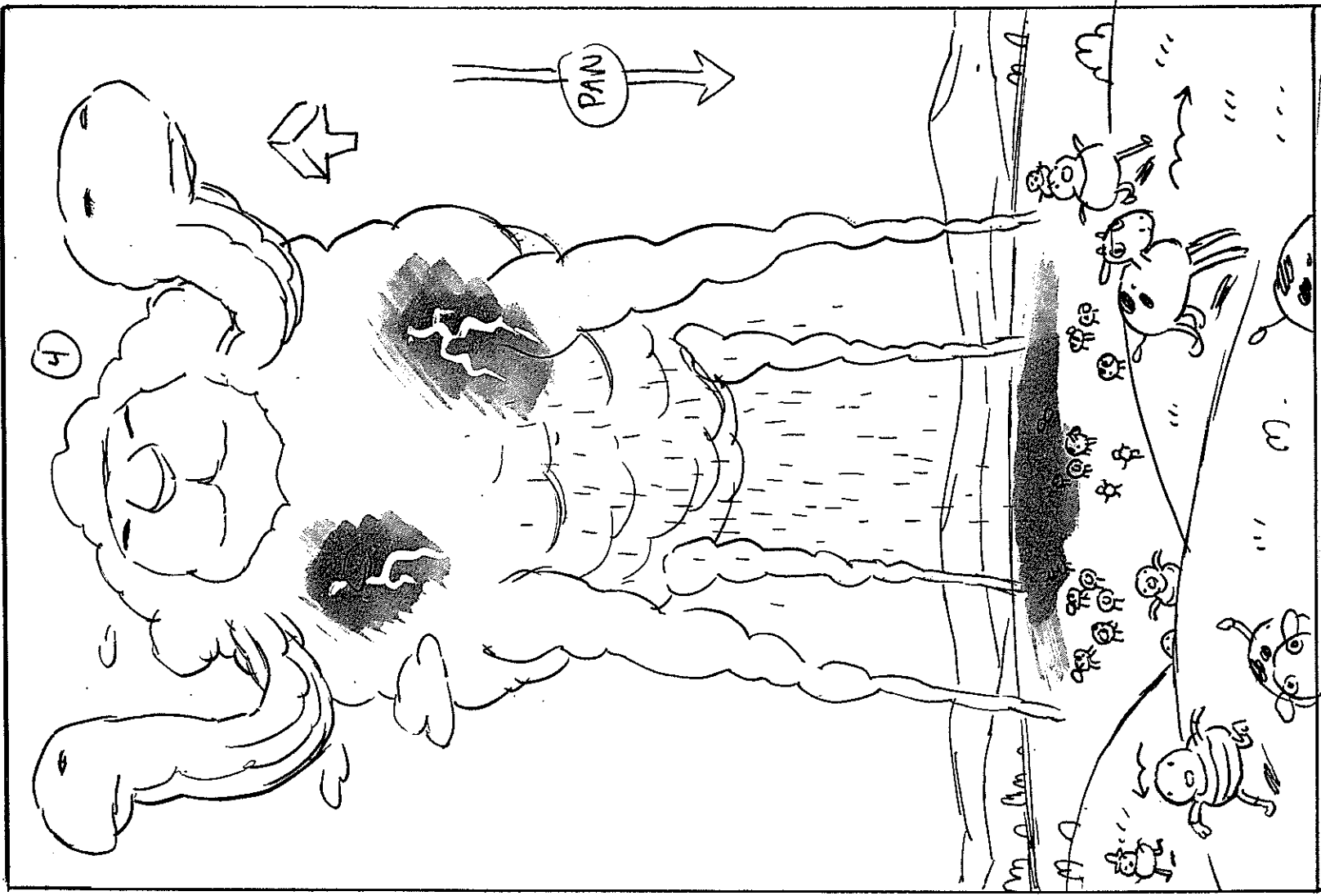


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Production :

Sc. 4 pn1 B



-cows and farmers flee Essence
-rain pours down from Essence's belly.

Pg. 6

12

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ADVENTURE TIME



Sc. 4 Pnl. C Bg. day night

legs forward throughout

BG/SA

Sc. 4 Pnl. D Bg. day night

BG/SA

Dialog: FARMERS. + COWS *PANIC WALLA *

Action:

Timing: 13

IN

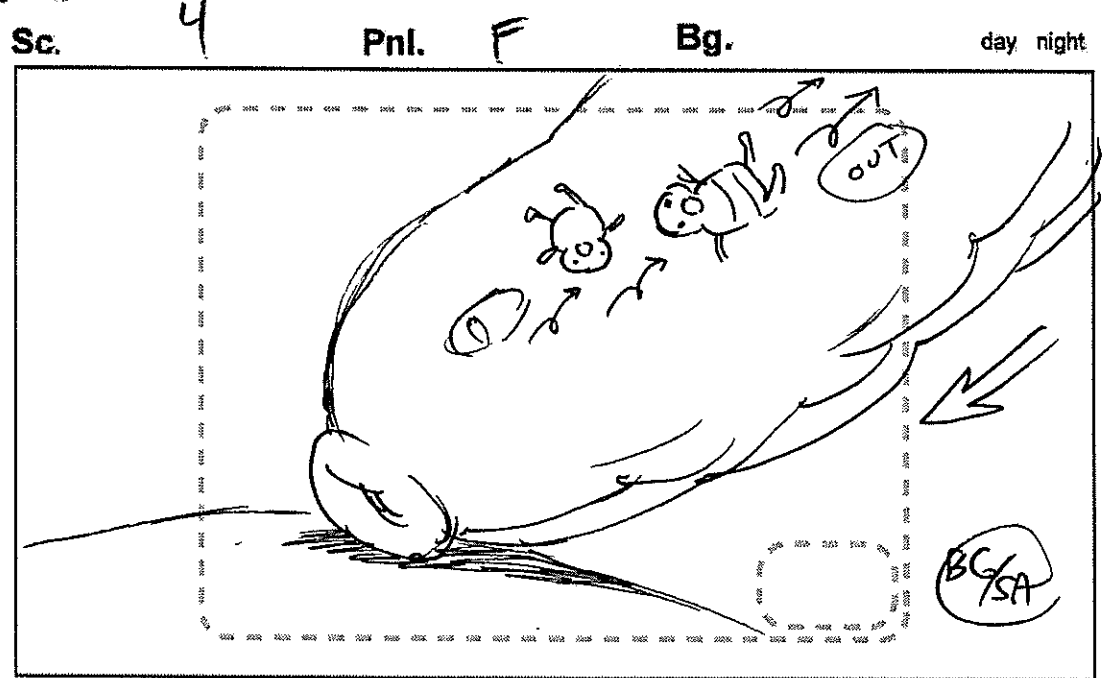
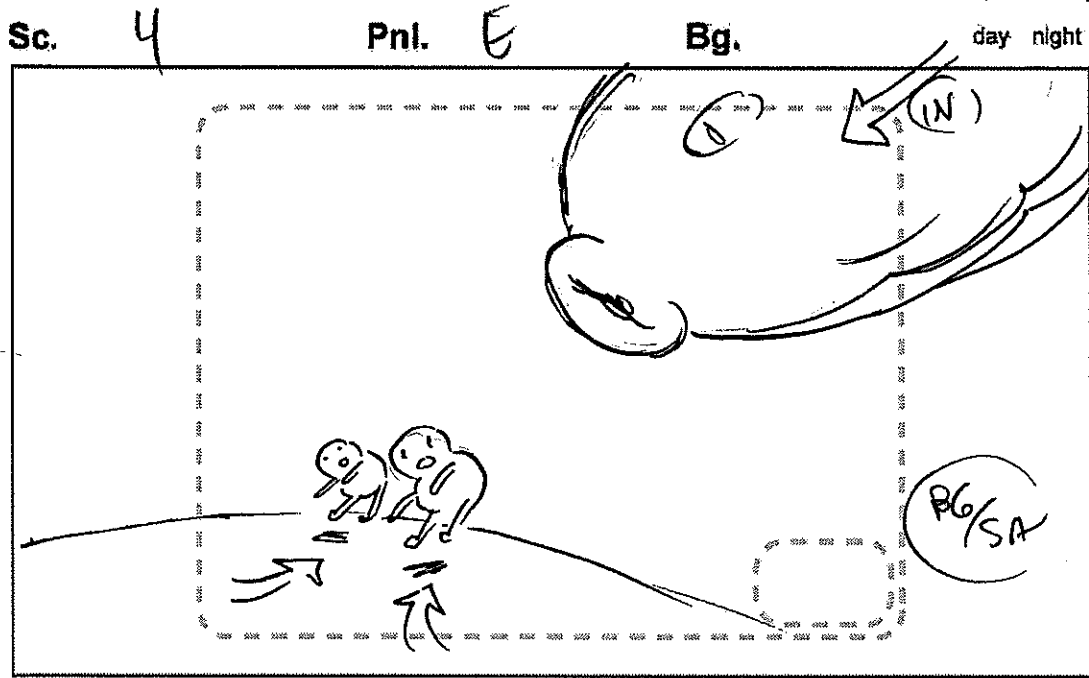
2

ESSENCE: EEL *SSUCK!*

14

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Dialog:	<p>(EESSENCE. EEL) * SSUCCCKK! *</p>
Action:	<p>- ANOTHER EEL HEAD LOWERS ON/S.</p>
Timing:	<p>15 16</p>

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Production :

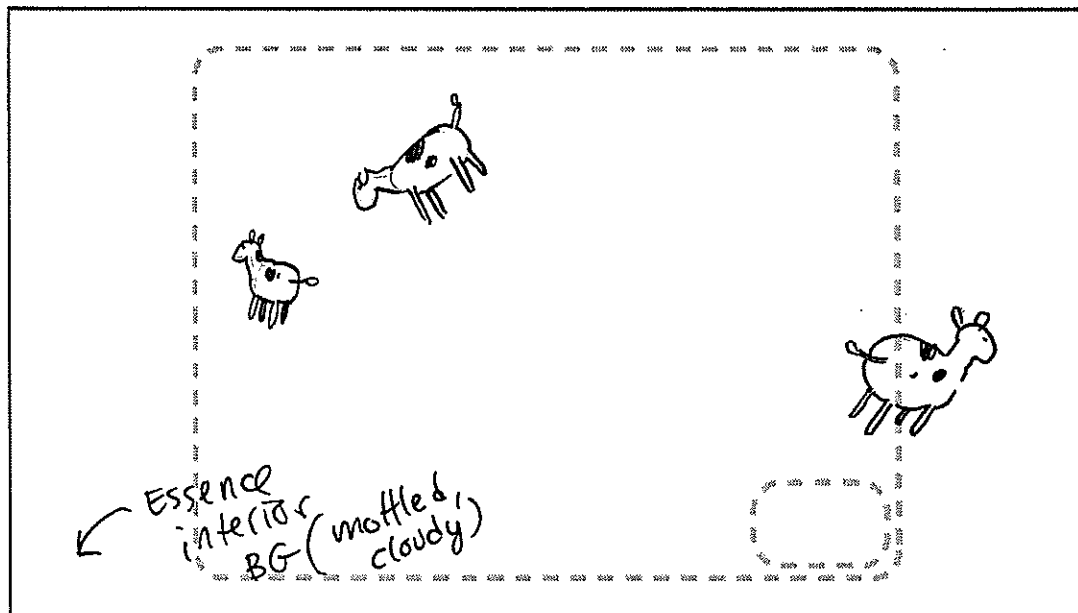
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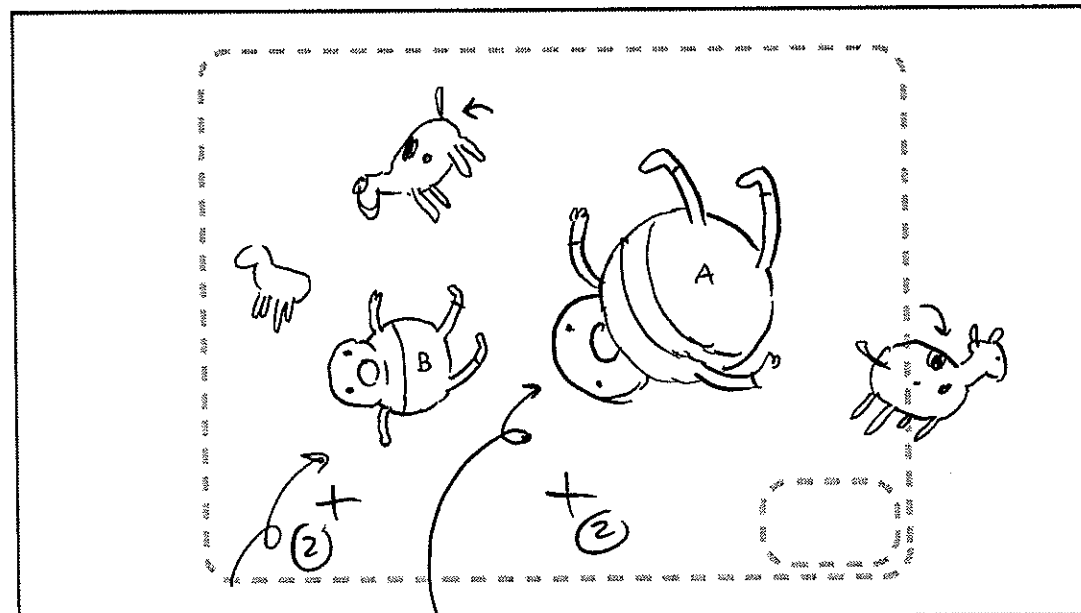


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Sc. 5 Pnl. A Bg. day night



Sc. 5 Pnl. B Bg. day night

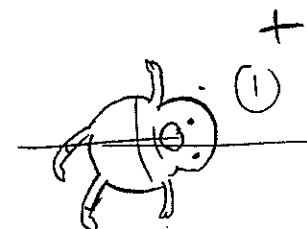
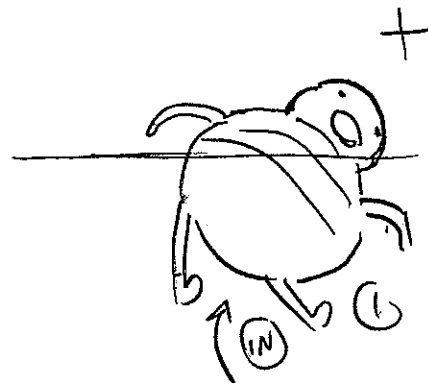


Dialog:

Action:

Timing:

17



-Farmer A in first
-Farmer B in a split-second later

18

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Production :

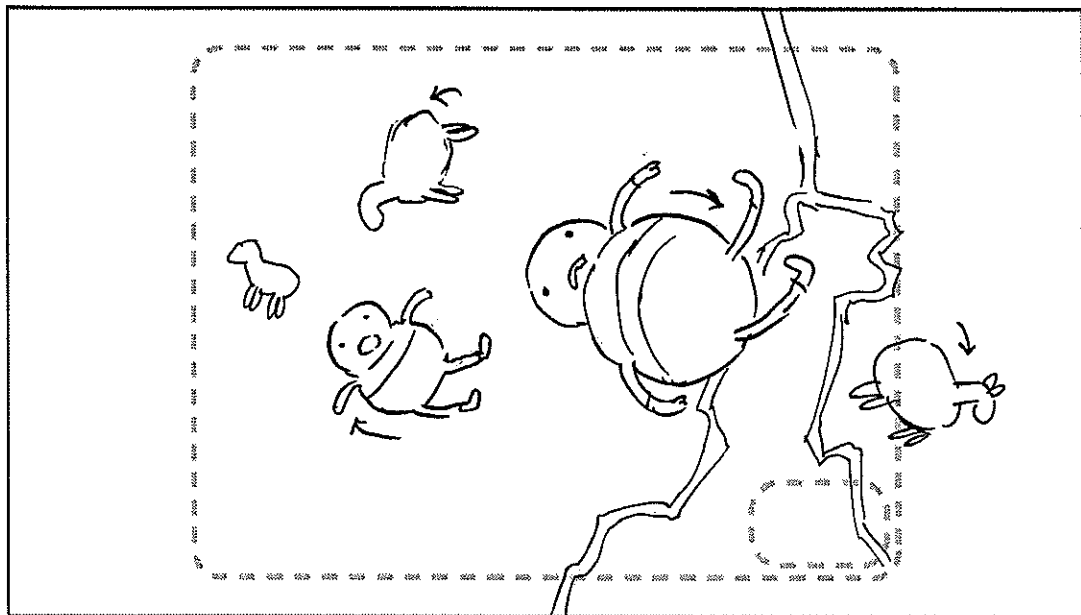
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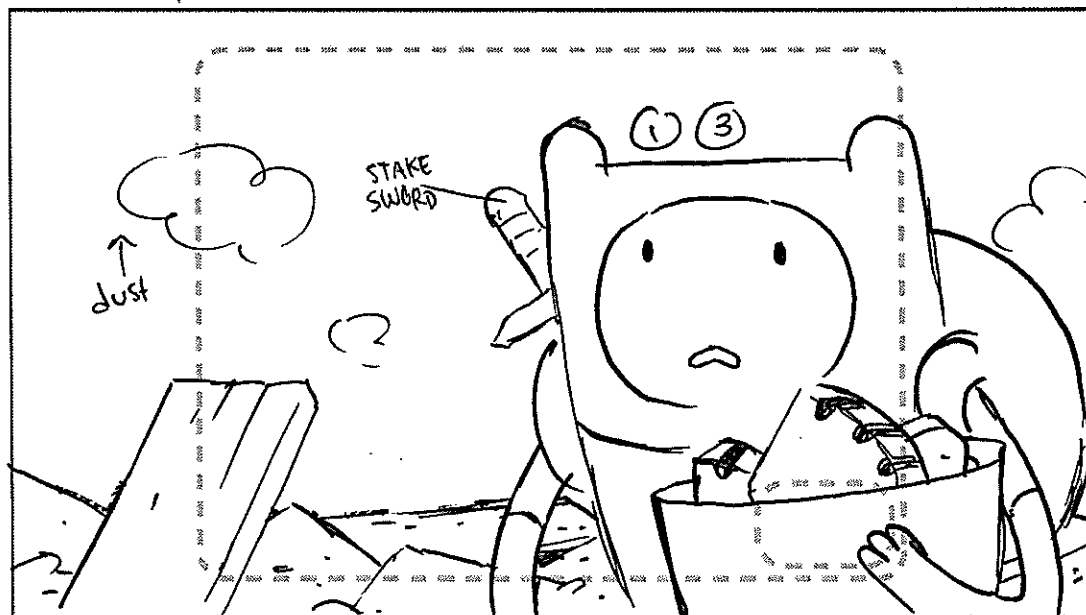


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Sc. 5 Pnl. C Bg. day night



Sc. 6 Pnl. A Bg. day night



Dialog:

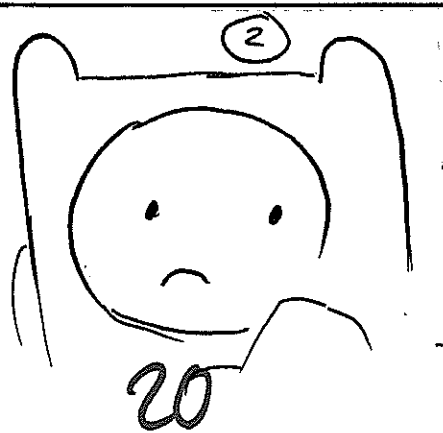
FINN (3): But...

Action: - Farmers slowly rotate after coming to a stop.
- lightning crashes.

FINN: (1)(2)(3)

Timing:

19



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Production :

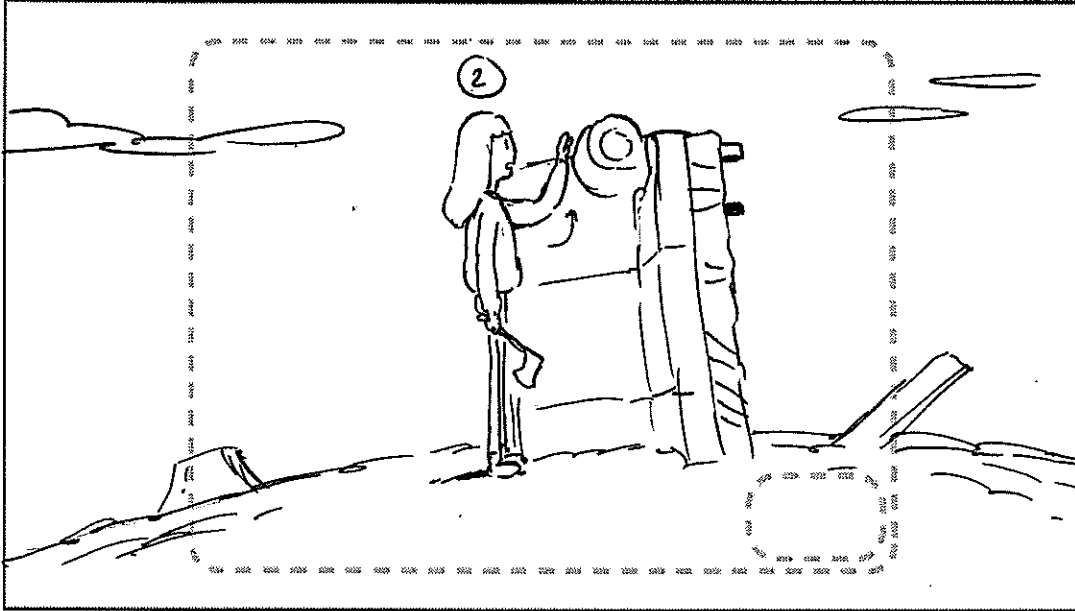
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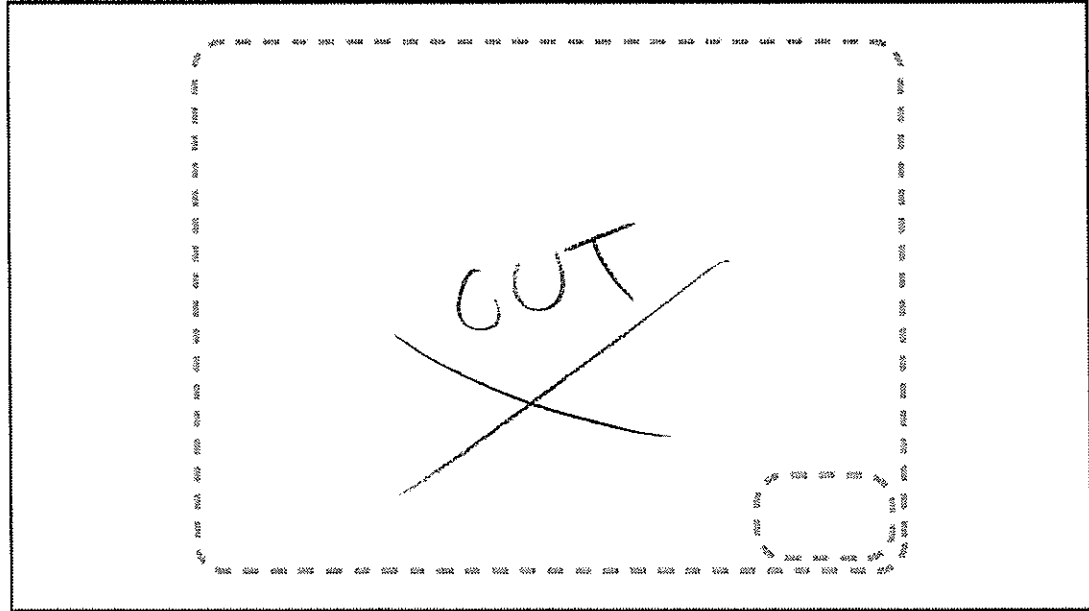


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Sc. 7 Pnl. A Bg. day night



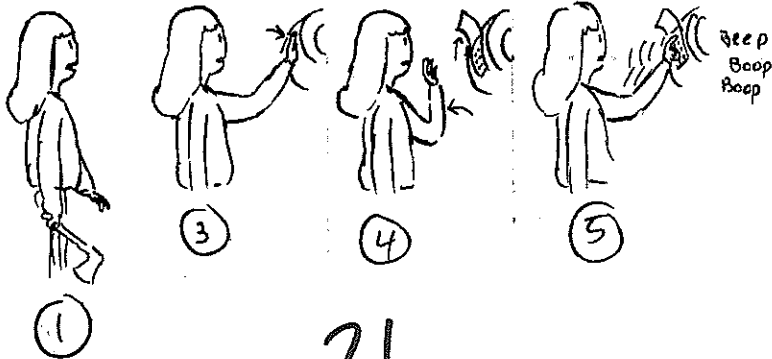
Sc. Pnl. Bg. day night



Dialog: (PB) it's fine- Pep Butt used to love being all scattered around, →

Action:

Timing:



(SFX: 5) Beep boop boop beep

- PB opens push-activated hidden control panel on couch arm.

21

22

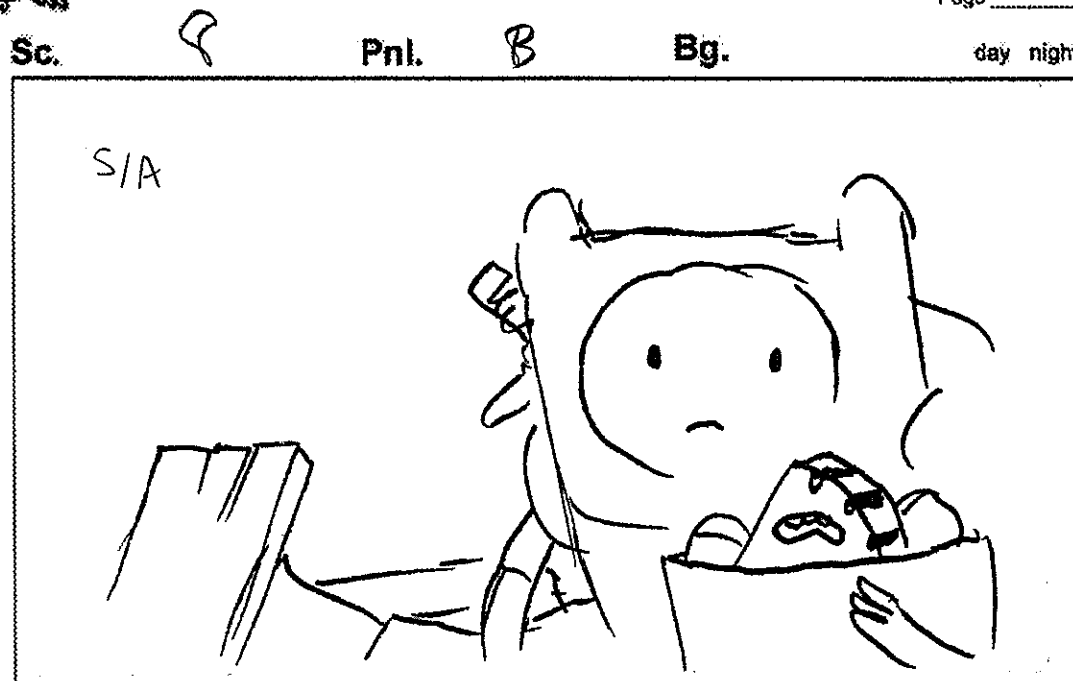
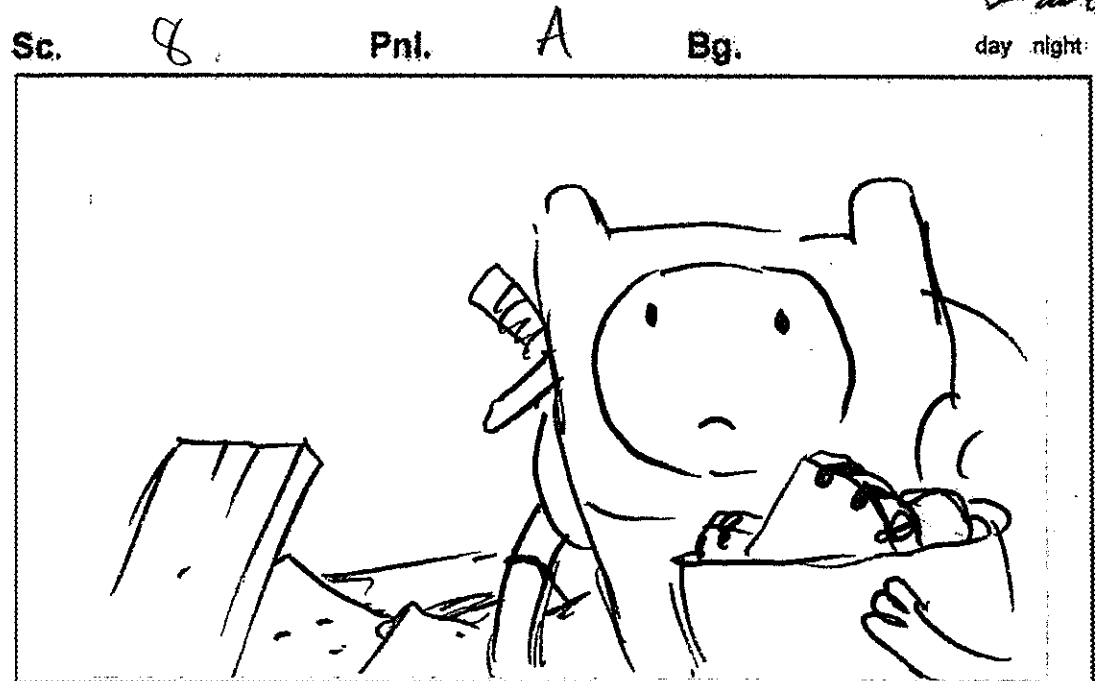
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Production :

ADVENTURE TIME



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Dialog:	(PB) (OS) → he used to tell me that.	(PEP) LIES!
Action:		-PEP-BUT PIECE FORMS MOUTH.
Timing:	23	24

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Production :

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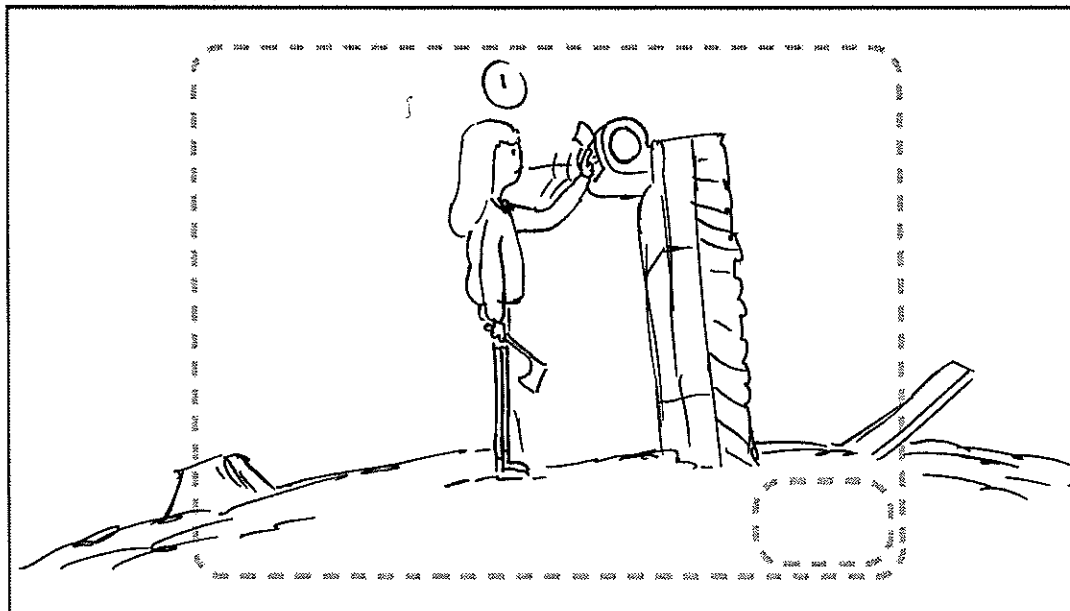


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Sc. 8 Pnl. C Bg. day night



Sc. 9 Pnl. A Bg. day night



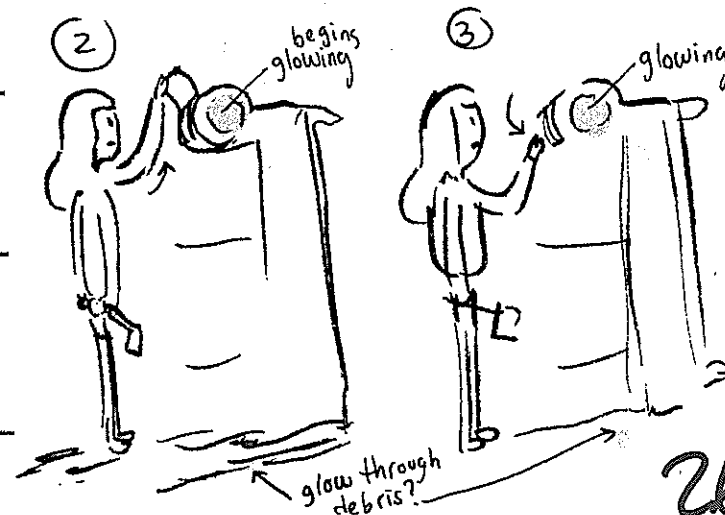
Dialog: (PB) (OS) Those farmers won't keep this thing busy for long -

Action: - Jake emerges from under a board

Timing:

25

SFX: (1) Beep boop boop (2) *POWER UP GLOW ENGINES* (3) *hatch close*



- PB types on keypad.
- couch arm begins glowing w/ fluorescent motive energy

26

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Production :

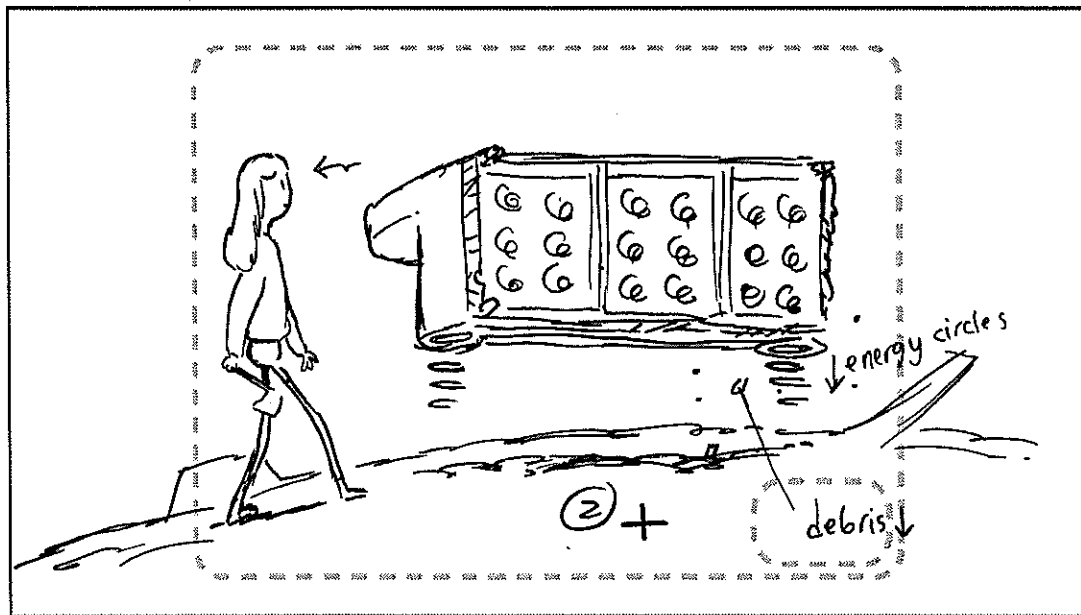
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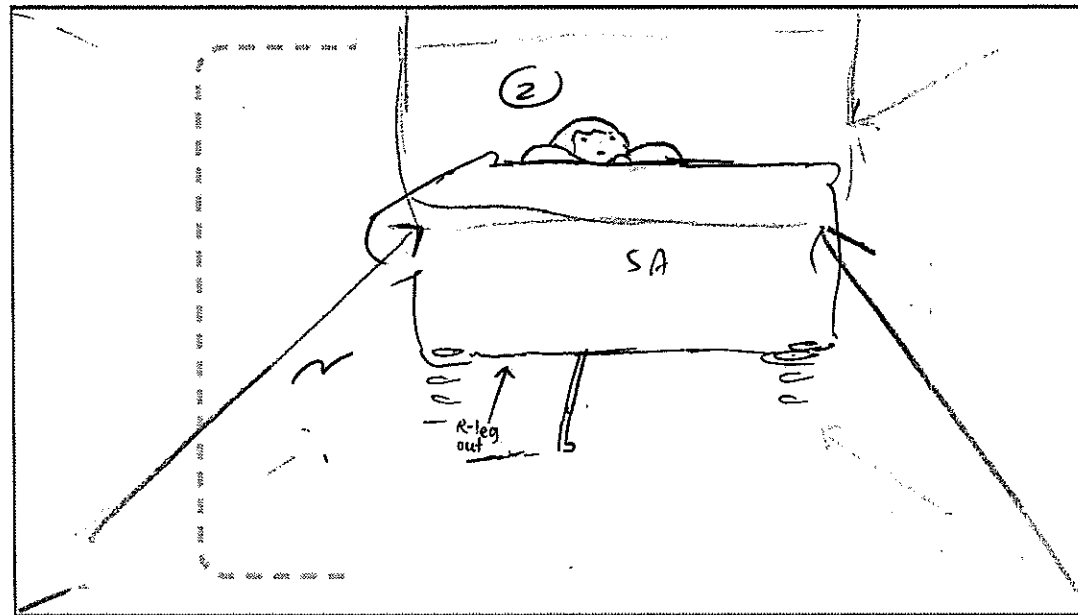


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Sc. 9 Pnl. B Bg. day night



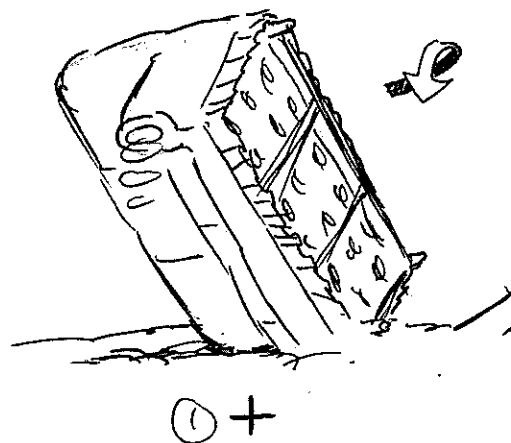
Sc. 9 Pnl. C Bg. day night



Dialog:

Action: - Flying couch emerges from debris

Timing:



27



28

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Production :

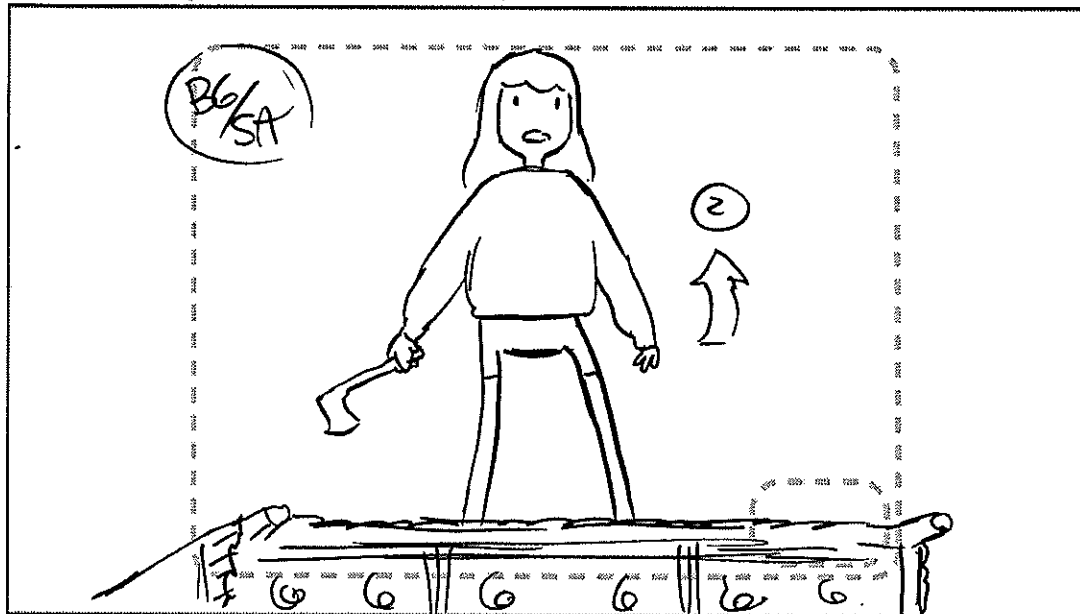
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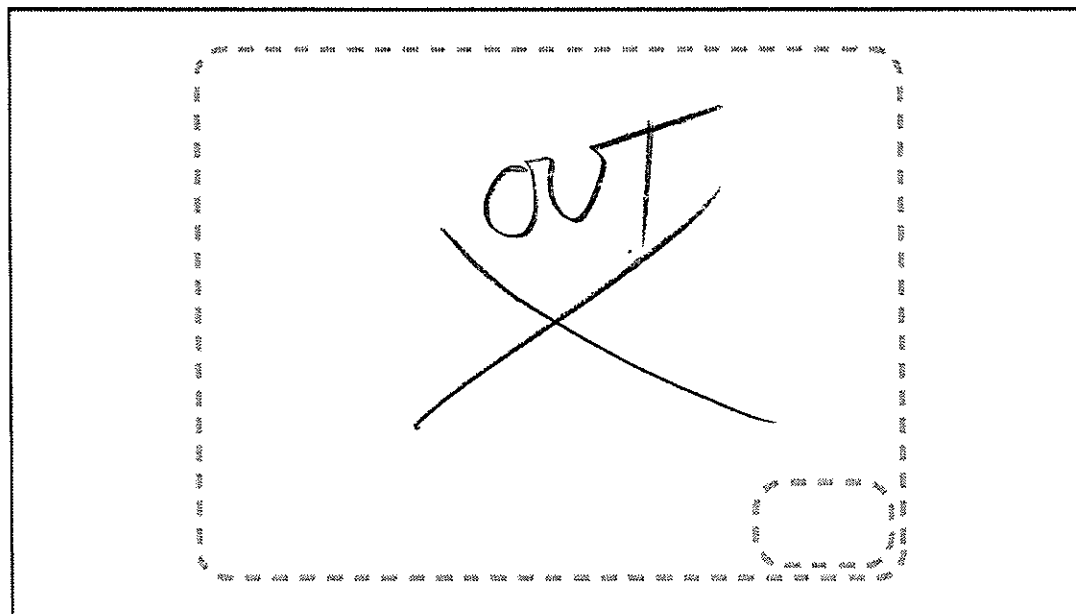


Page 15

Sc. 9 Pnl. 7 Bg. day night



Sc. Pnl. Bg. day night



Dialog: (PB) So it's up to the four of us to stop him.

Action:



Timing:

-PB CLIMBS ONTO FLOATING COUCH.

29

30

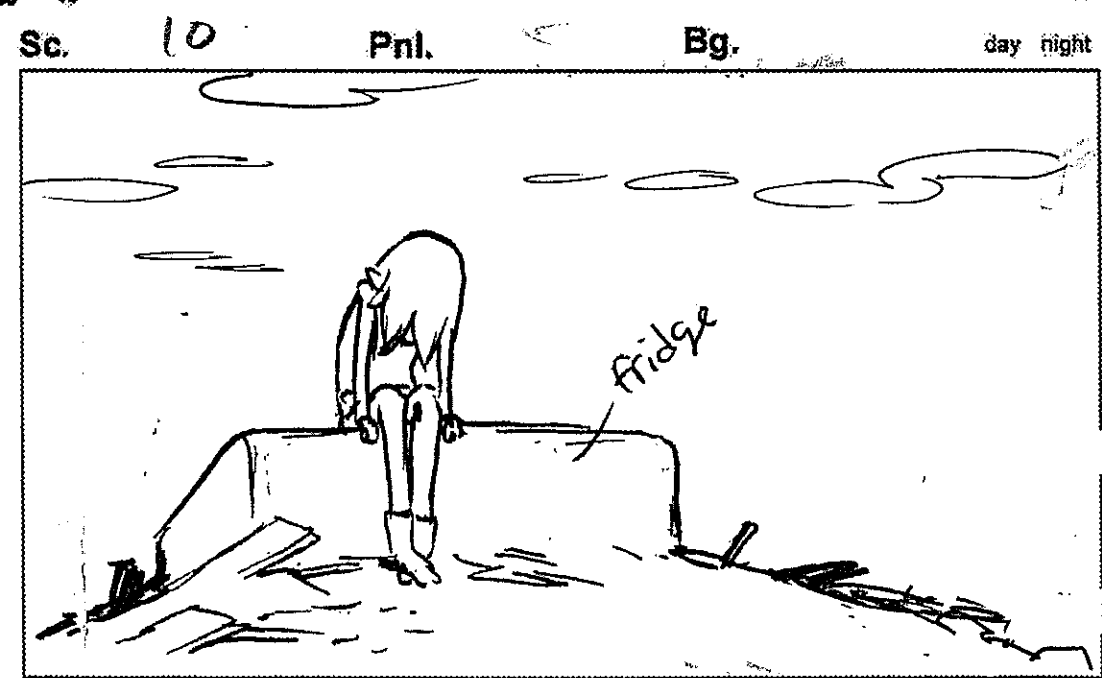
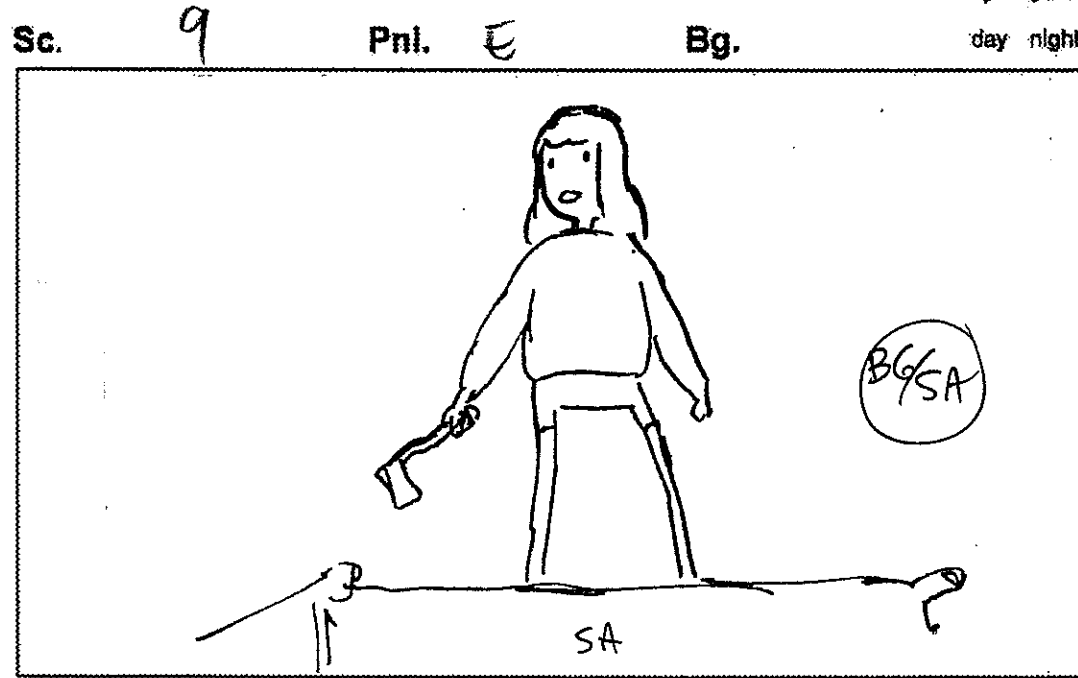
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Production :

ADVENTURE TIME



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Dialog:

(PB) Are you ready Marceline? ...

Action:

☆ (B6) Same Bg. as Scene 43, but with chimney removed for this scene.

Timing:

31

32

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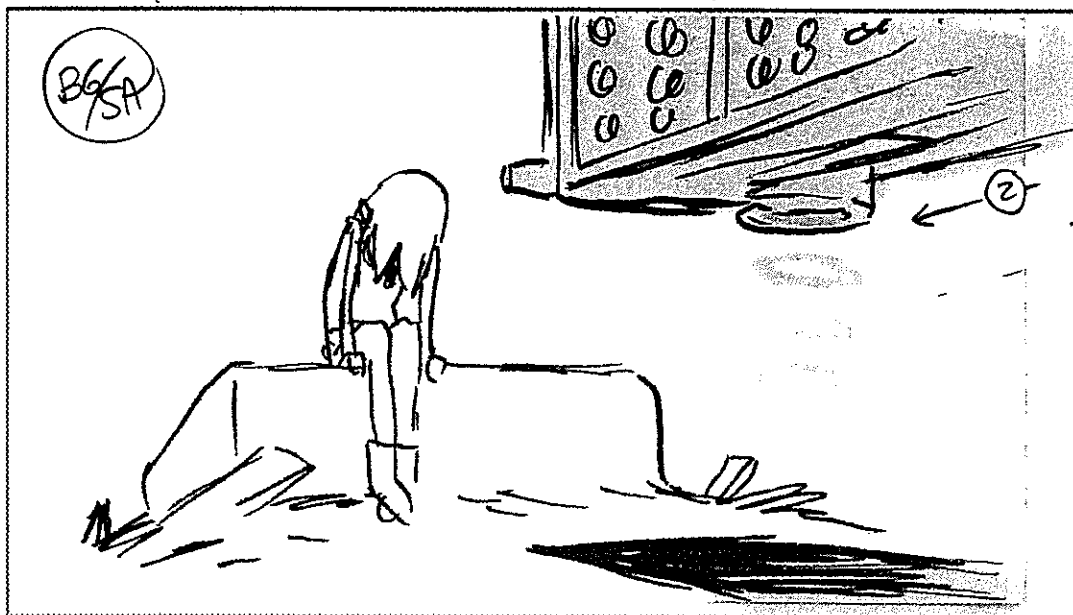
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ADVENTURE TIME

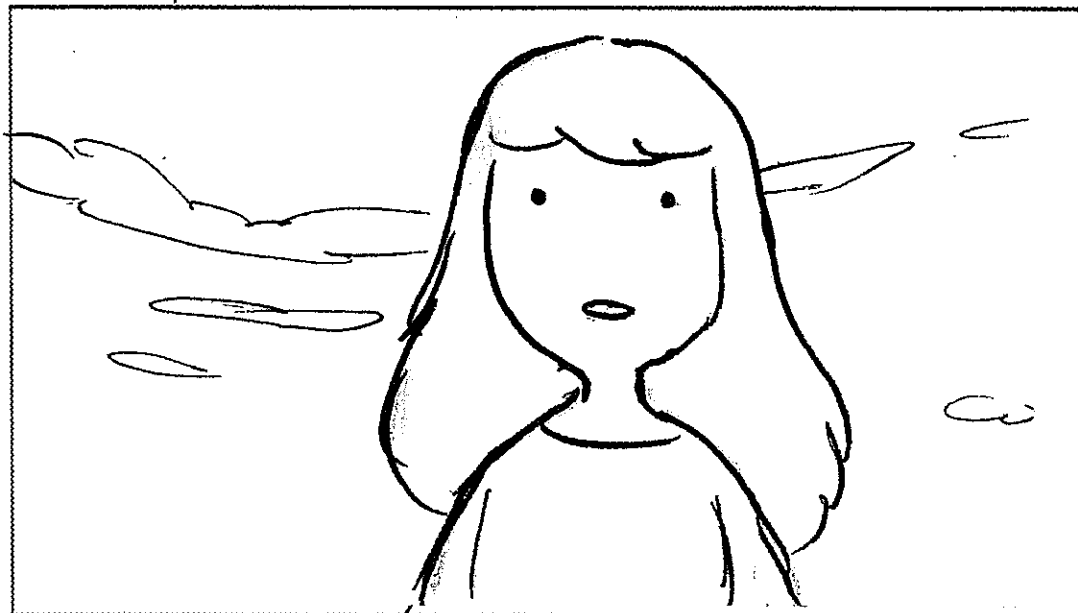


Page 17

Sc. 10 Pnl. B Bg. day night



Sc. 11 Pnl. A Bg. day night

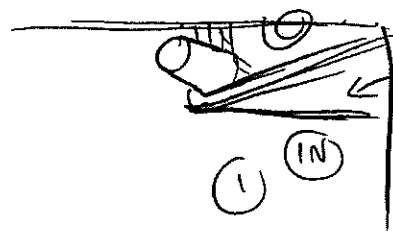


Dialog:

Action: - couch flies toward Marceline.

Timing:

33



(PB) what's wrong?

UA PB has subtle hover motion

34

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Production :

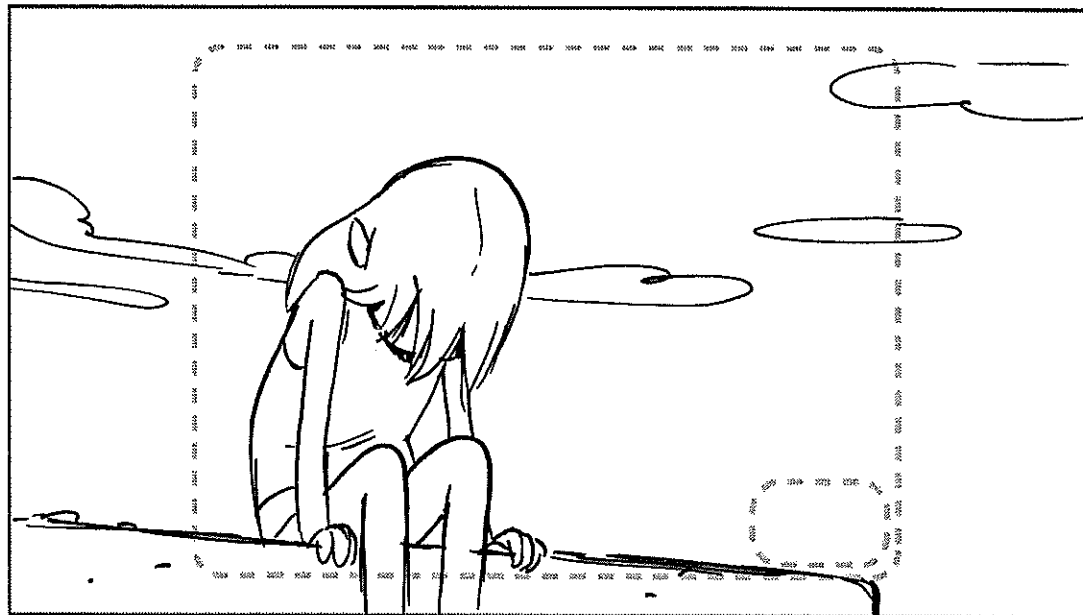
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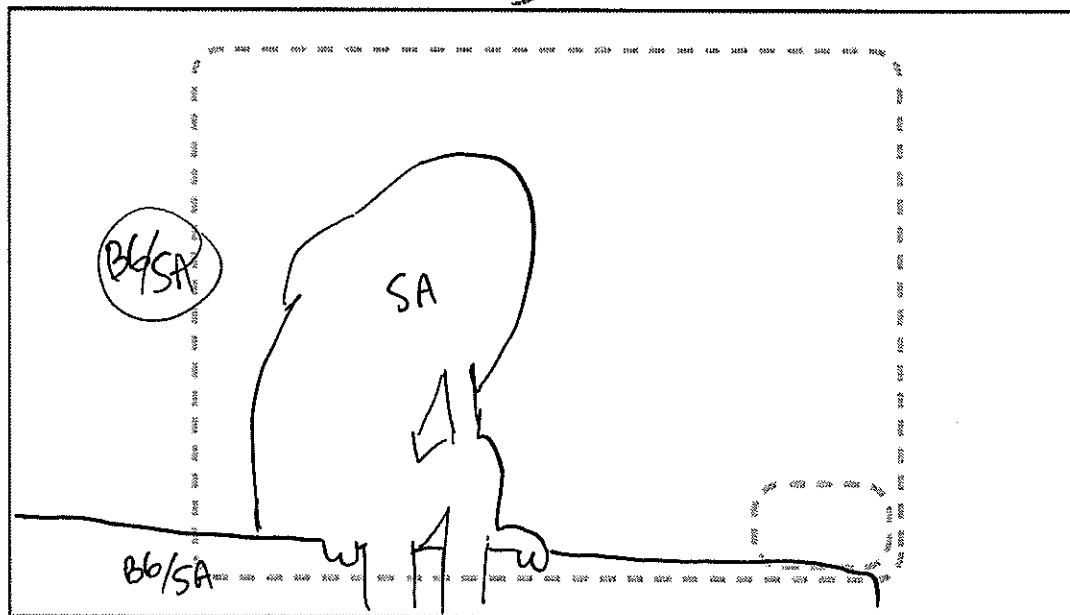


Page 18

Sc. 12 Pnl. A Bg. day night



Sc. 12 Pnl. B Bg. day night



Dialog:

MARCELINE: *SIGH* ...
(quiet:) me I guess...

PB OS What?

Action:

Timing:

35

36

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Sc. 12 Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(M) <u>ME</u> .. I'm wrong.
Action:	
Timing:	37
	38

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Production :

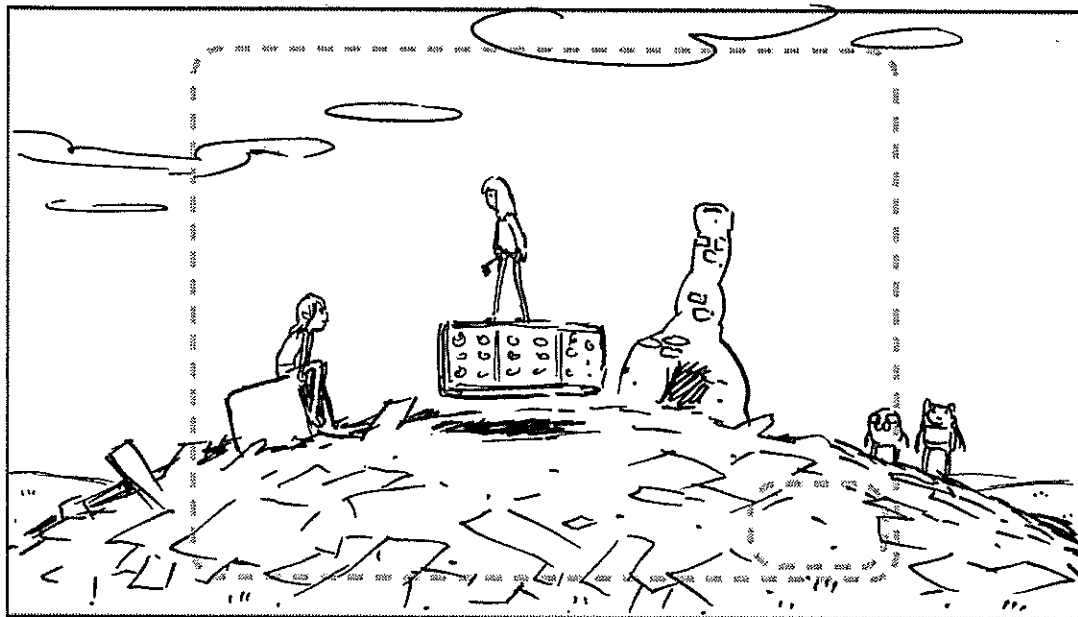
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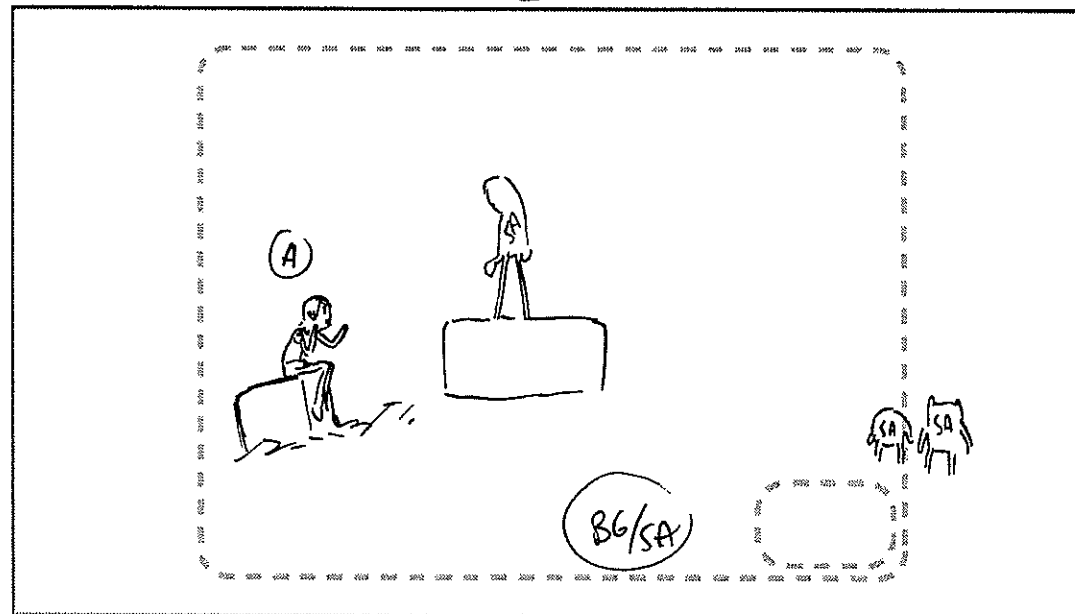


Page 20

Sc. 13 Pnl. A Bg. day night



Sc. 13 Pnl. B Bg. day night



Dialog:

(PB) what? How?
(concerned)

(M) (A) This!
(B) All of this!
(A) This is all my fault.

Action:

Timing:

39



(M) (A) (B) (A) (C)

40

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Production :

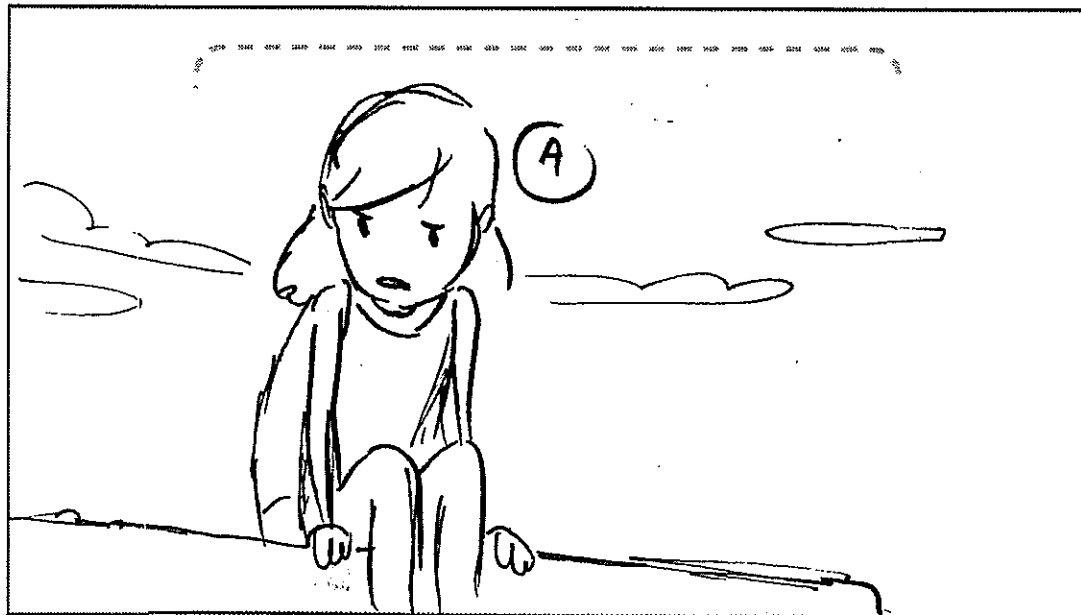
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ADVENTURE TIME



Page 21

Sc. 14 Pnl. A Bg. day night



Sc. 14 Pnl. B Bg. day night



Dialog:	(M) Even just fighting the vampires in the first place	(M) → it screwed everything up...
Action:	Marceline shakes head ruefully while speaking — C B A B C	
Timing:		



41

42

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Production :

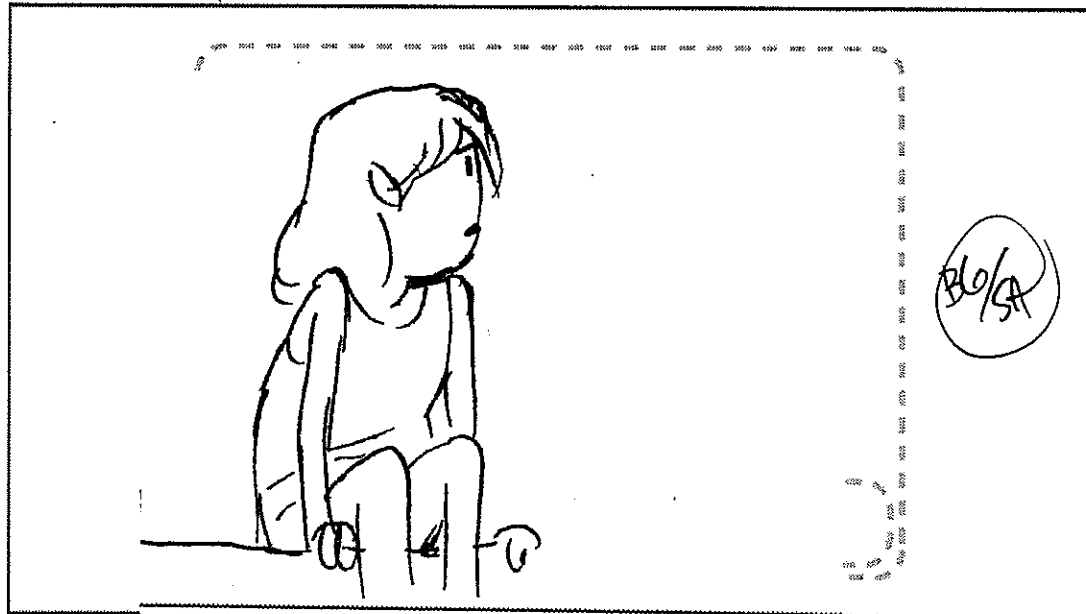
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ADVENTURE TIME



Page 22

Sc. 14 Pnl. C Bg. day night



Sc. 14 Pnl. D Bg. day night



Dialog:

(M) Sure screwed ME up
anyway

Action:

(M) And then, Geez Louise,
trying to fix
it -

Timing:

43

44

EPISODE # 1034-219

Production :

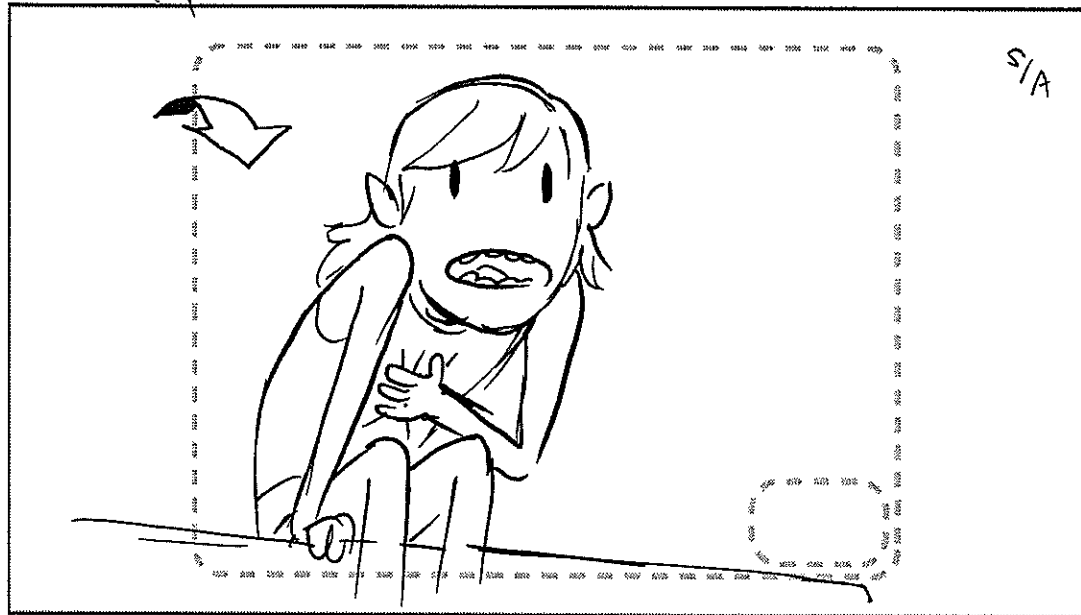
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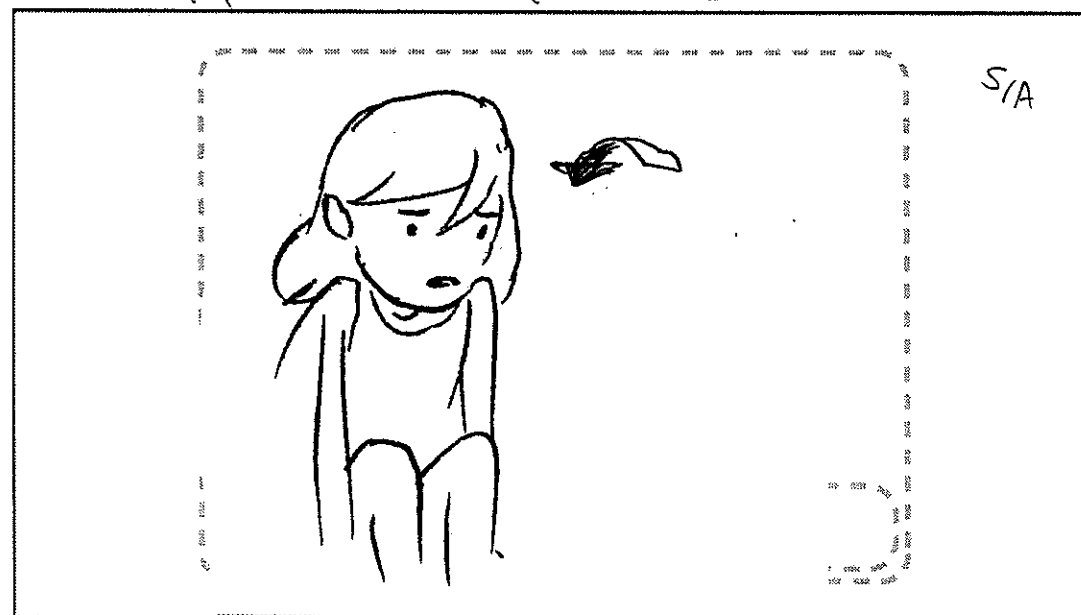


Page 23

Sc. 14 Pnl. E Bg. day night



Sc. 14 Pnl. F Bg. day night



Dialog: (M) trying to fix ME,

(M) just made things
a thousand times
worse.

Action:

Timing:

45

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Production :

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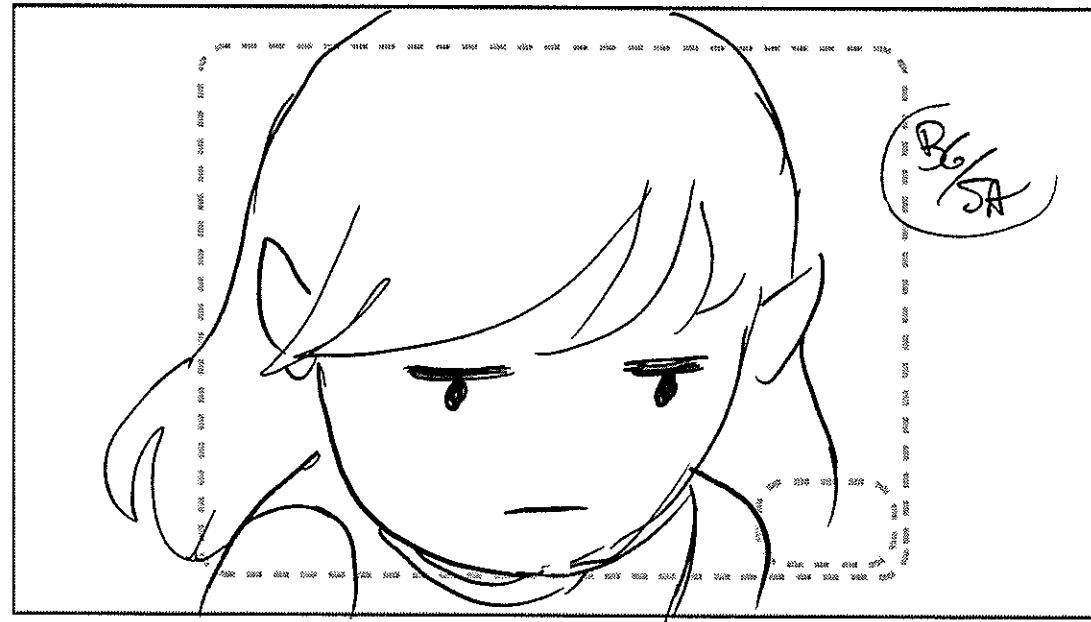


Page 24

Sc. 15 Pnl. A Bg. day night



Sc. 15 Pnl. B Bg. day night



Dialog:

(M:) So why even try, y'know?
What's the point?

(PB) (OS) What, →

Action:

Timing:

47

48

EPISODE # 1034-219

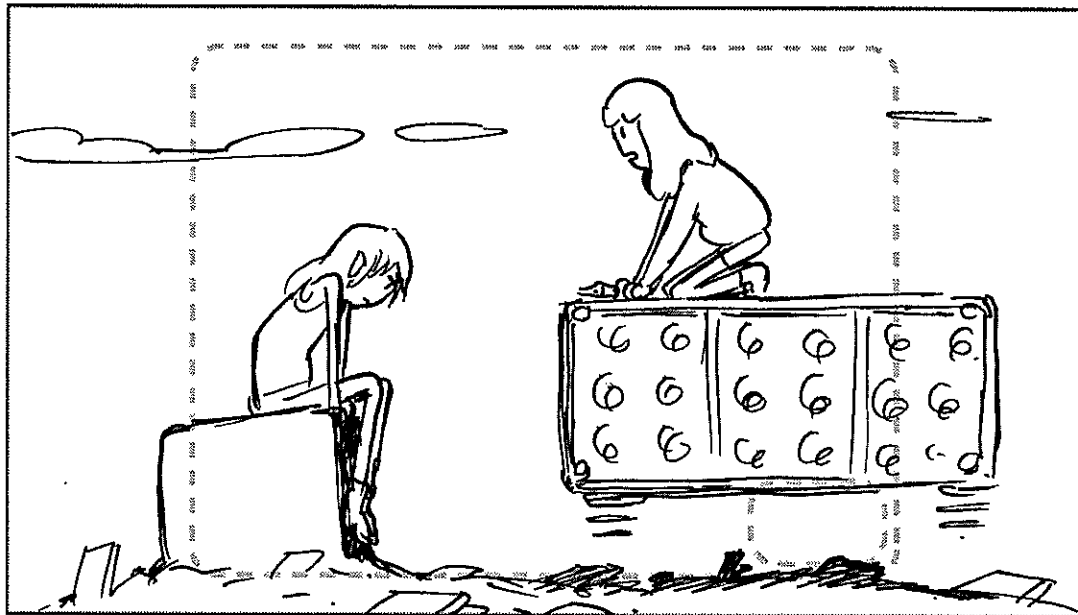
Production :

ADVENTURE TIME

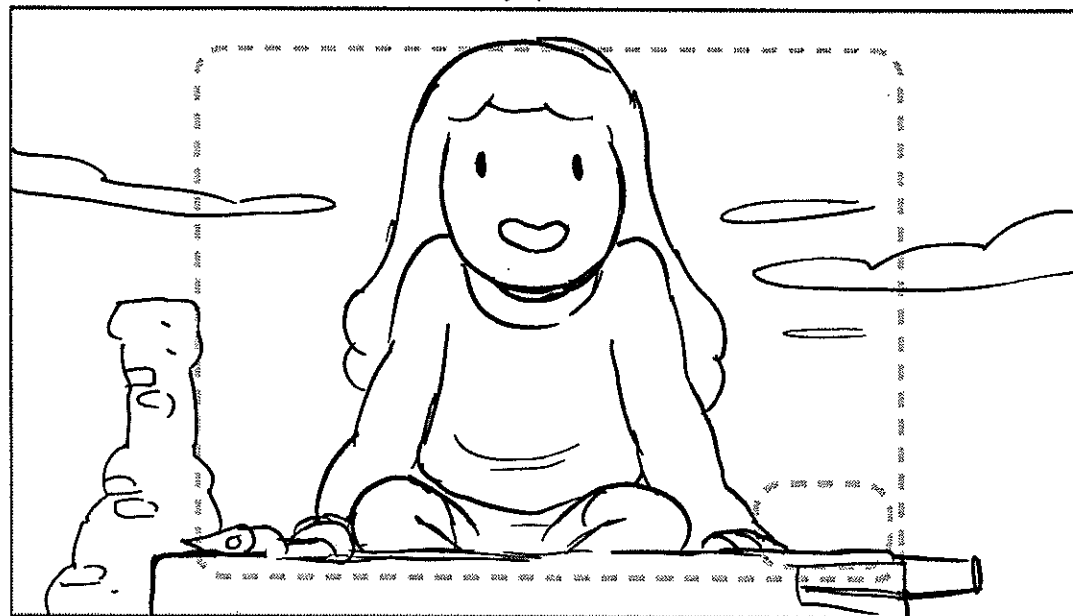


Page 25

Sc. 16 Pnl. A Bg. day night



Sc. 17 Pnl. A Bg. day night



Dialog: (PB)(cont.) → Marceline, no - c'mon.

(PB) We're always the underdogs,
you & me, →

Action:

Timing:

49

50

EPISODE # 1034-219

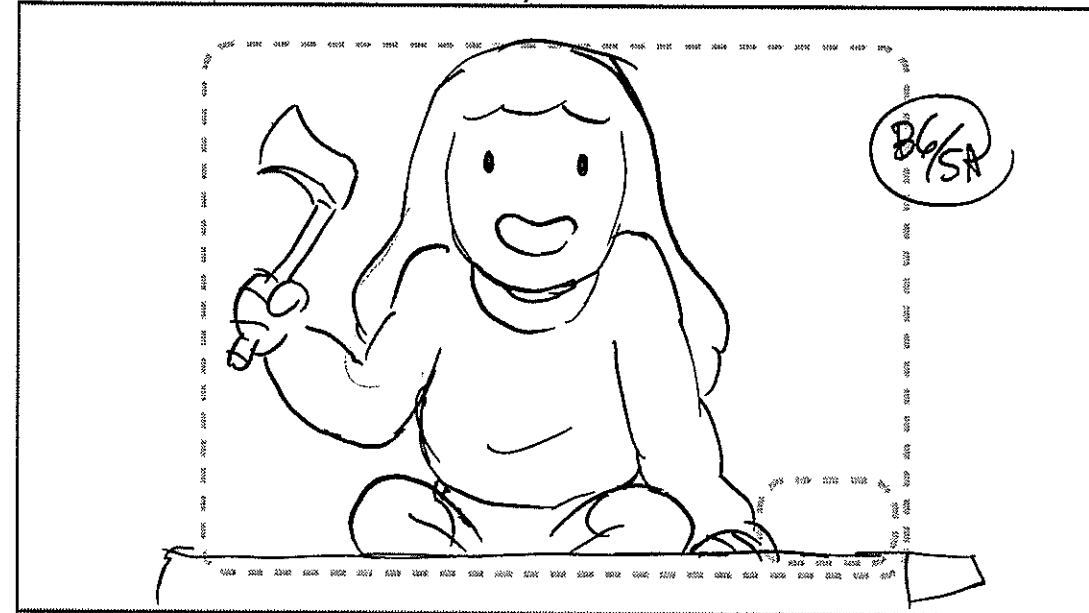
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ADVENTURE TIME



Sc. 17 Pnl. B Bg. day night



Sc. 18 Pnl. A Bg. day night



Dialog:	(PB) (cont) → and we always pull through - <u>ALWAYS</u> .	(PB) (os): Like that one time, you remember? "The Case of the Purloined Egg"?
Action:		
Timing:	51	52

EPISODE # 1034-219

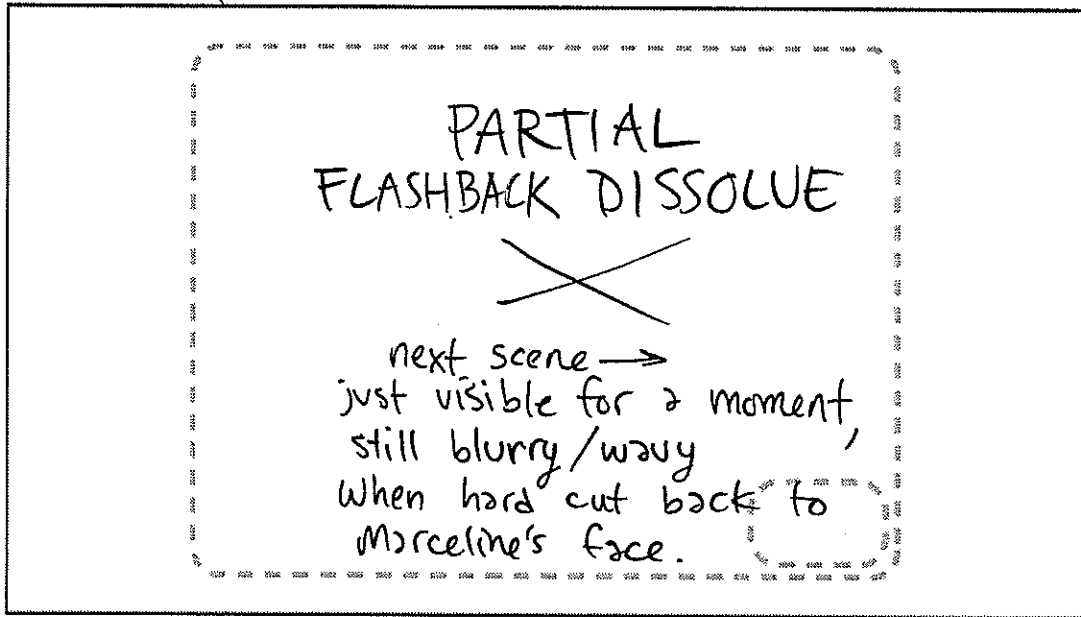
Production :

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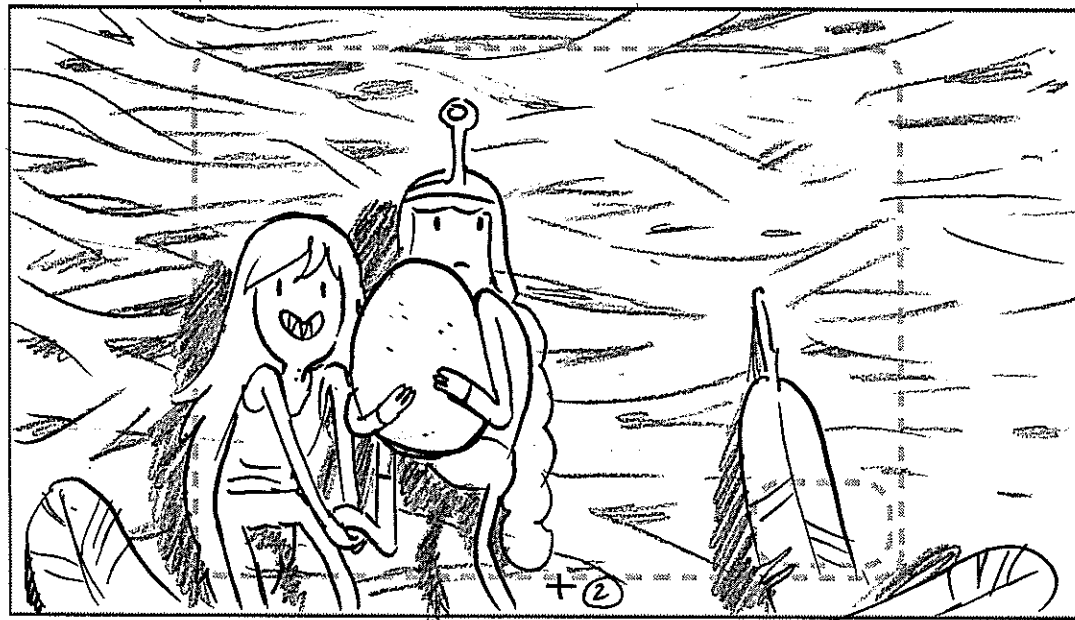


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Sc. 19 Pnl. A Bg. day night



Sc. 19 Pnl. B Bg. day night



Dialog:	(SFX: FLASHBACK HARP GLISSANDO	MARCELINE (V.O.) (interrupting glissando): <u>NO!</u>
Action:		
Timing:	<u>53</u>	<u>54</u>



EPISODE # 1034-219

Production :

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ADVENTURE TIME

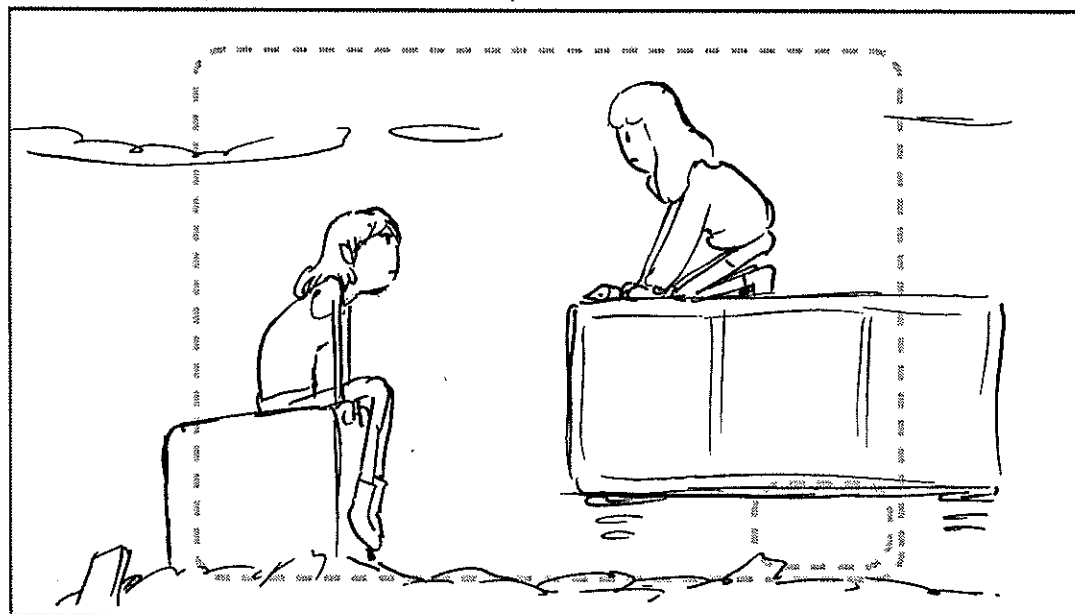


Page 28

Sc. 20 Pnl. A Bg. day night



Sc. 21 Pnl. A Bg. day night



Dialog:

- BEAT -

Action:

Timing:

SS

Sb

EPISODE # 1034-219

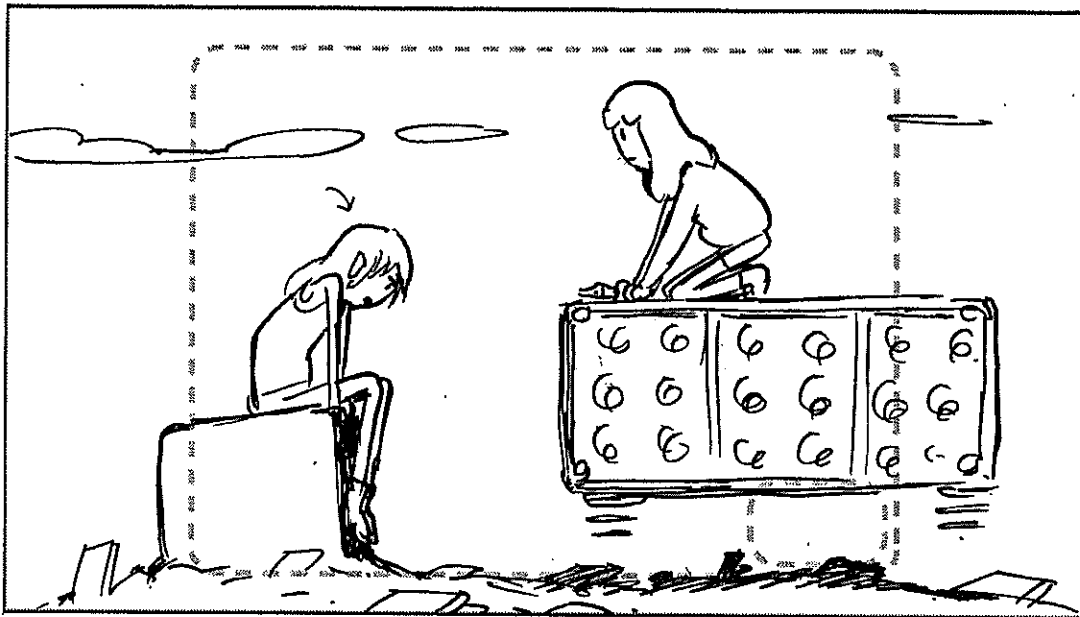
Production :

ADVENTURE TIME

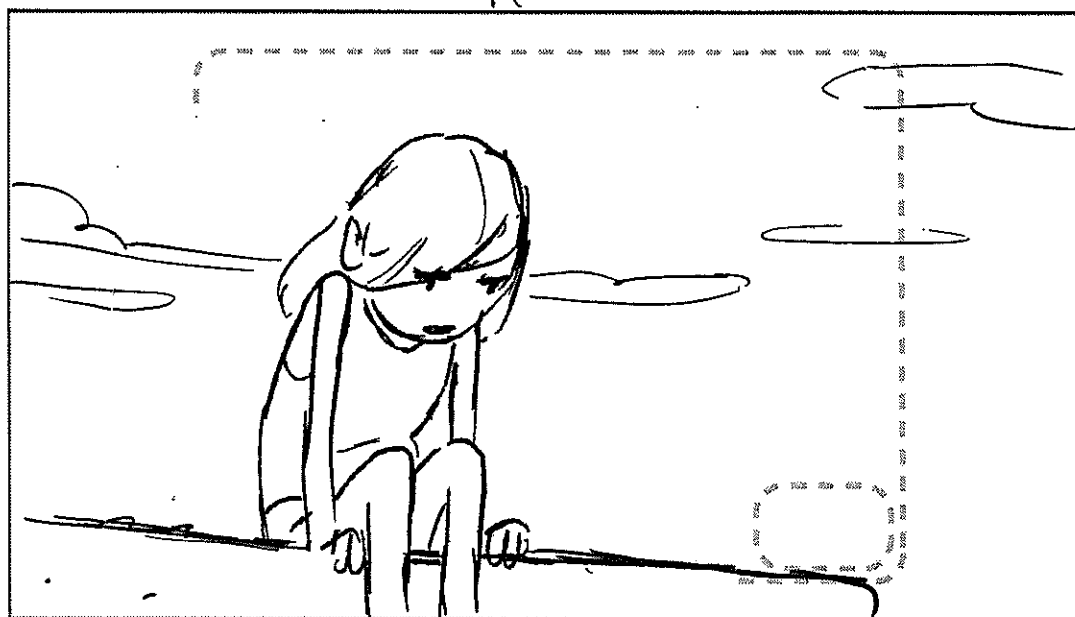


Page 29

Sc. 21 Pnl. B Bg. day night



Sc. 22 Pnl. A Bg. day night



Dialog:

(M:) I told you -
that's it ...

(M:) I'm done.

Action:

Timing:

57

58

EPISODE # 1034-219

Production :

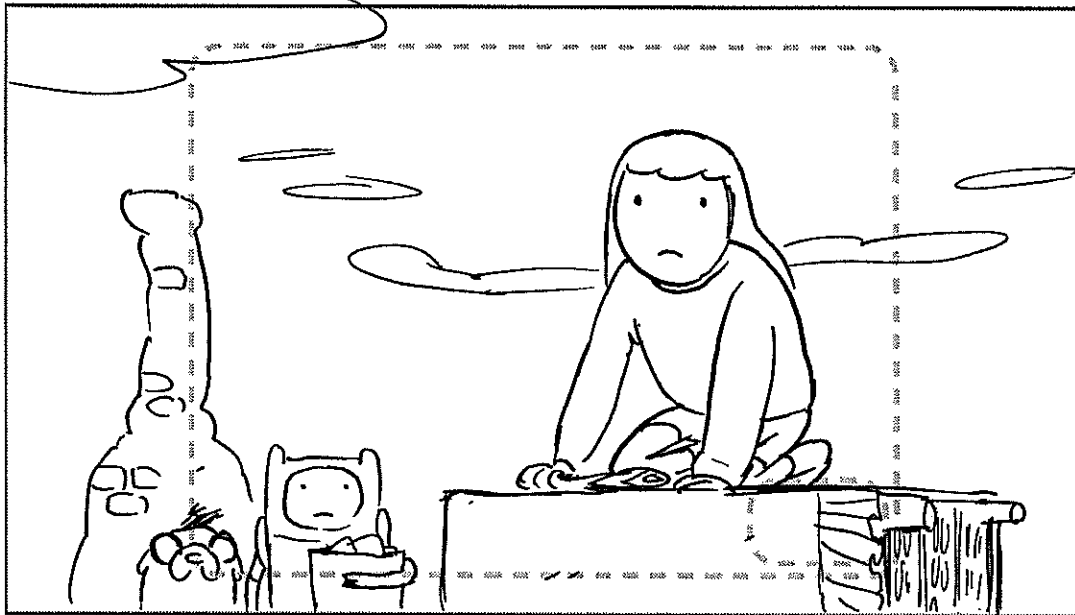
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ADVENTURE TIME

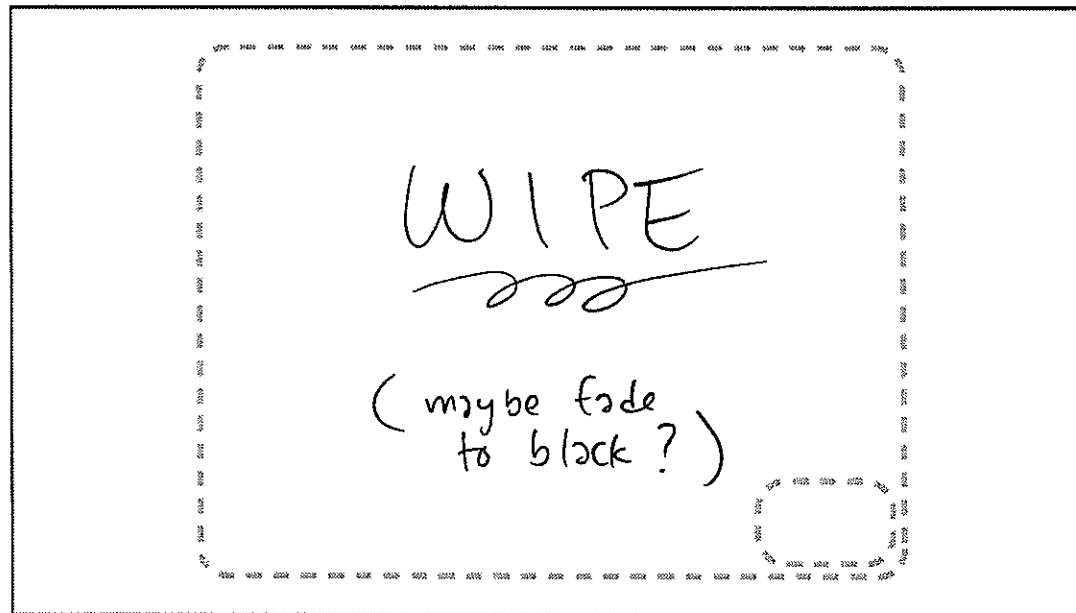


Page 30

Sc. 23 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:



59

60

EPISODE # 1034-219

Production :

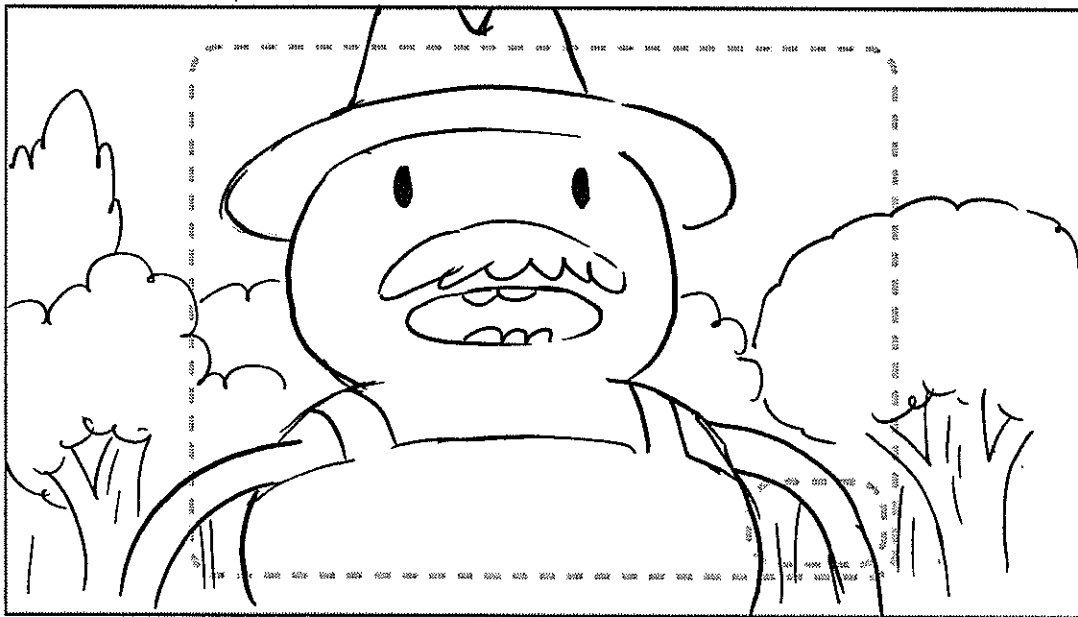
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ADVENTURE TIME

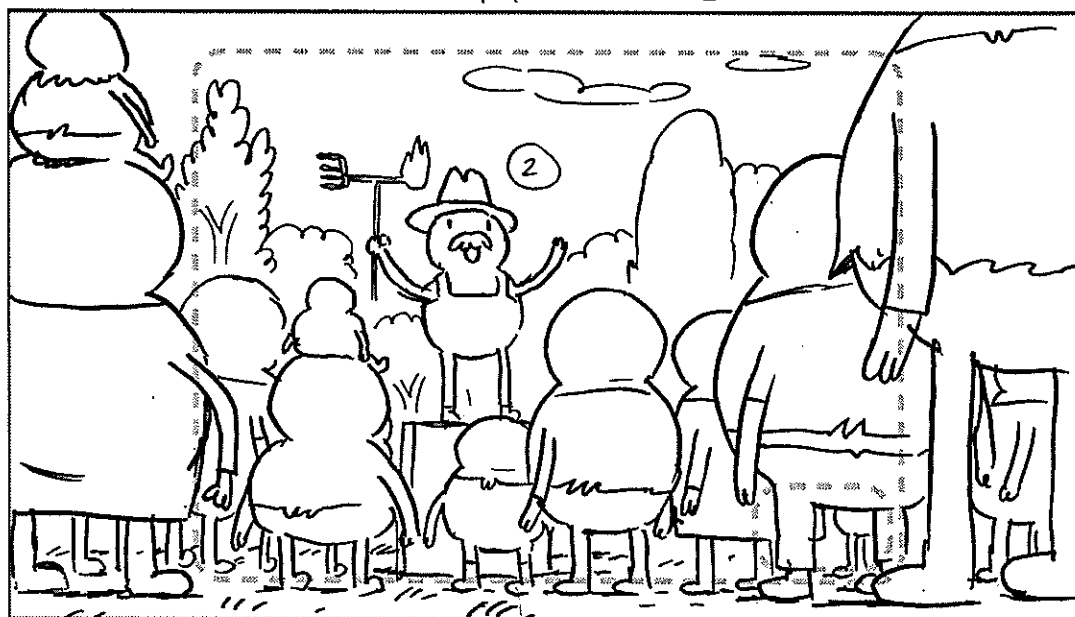


Page 31

Sc. 24 Pnl. A Bg. day night



Sc. 25 Pnl. A Bg. day night



Dialog:

(C.DANCE:) Alright people this is our last stand!!

(CD)

It's gonna take every one of us to see this thing through -

Action:

Timing:

61



62

EPISODE # 1034-219

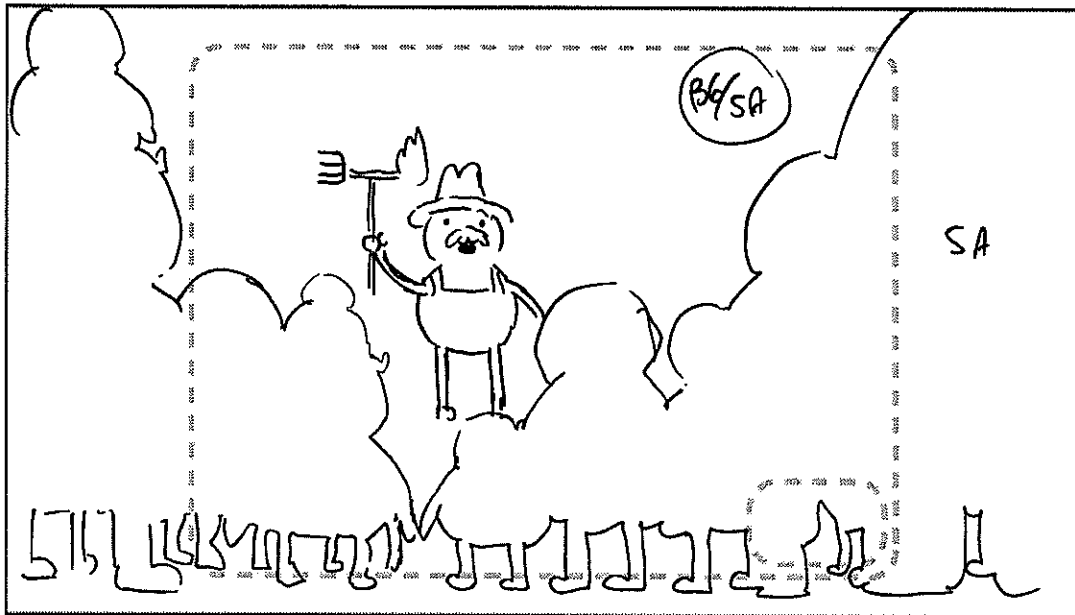
Production :

ADVENTURE TIME

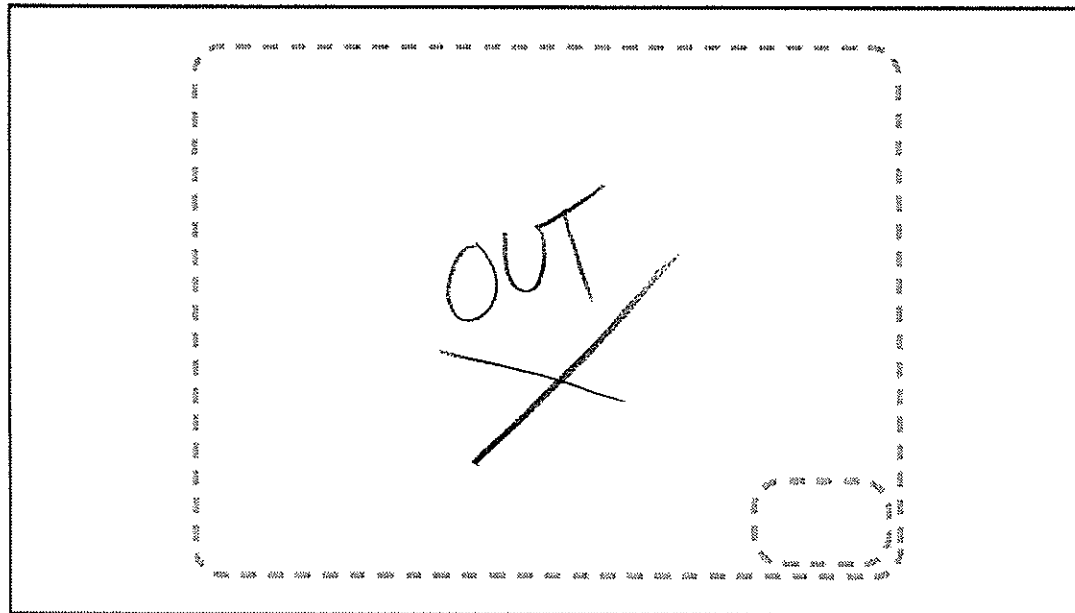


Page 32

Sc. 25 Pnl. B Bg. SA day night



Sc. Pnl. Bg. day night



Dialog: (CD:) me, onion man, short man,
terry, short-stack,
good-beard, deshawn,

Action:

Timing:

63

64

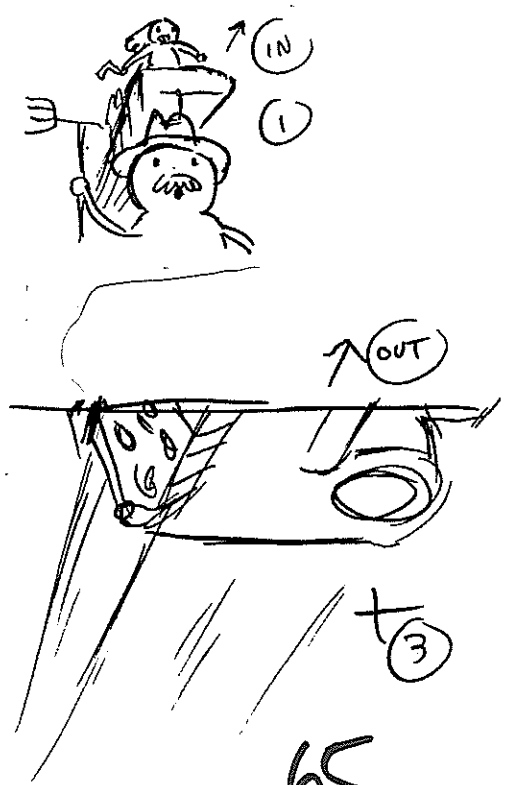
EPISODE # 1034-219

Production :

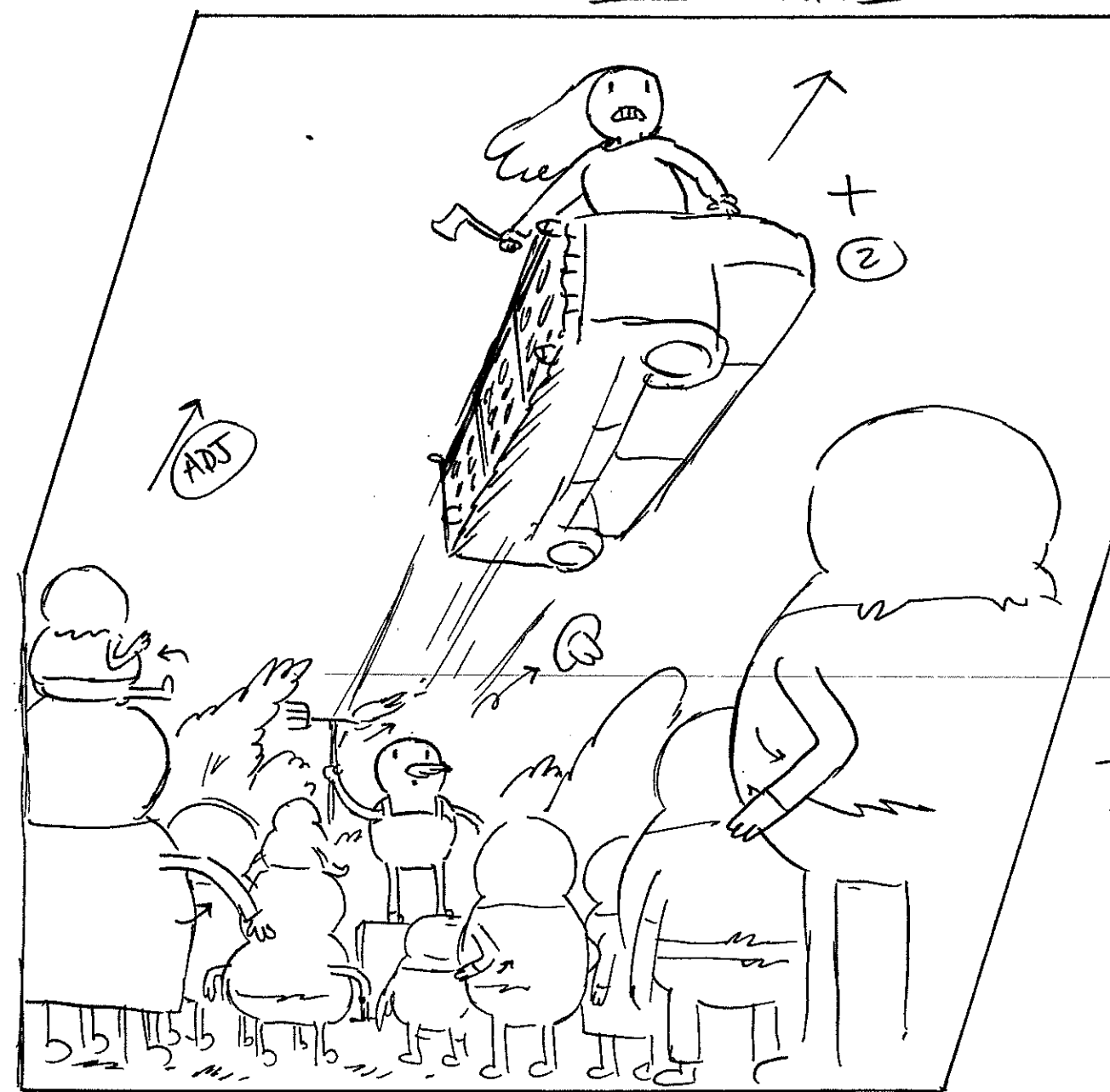
Sc. 25 Pnl. C

1034-219

(SFX) WHOOOSH!



65



CD: (QUICK) OH!

-PB'S couch flies over farmers at high speed, blowing CLOUDANCE'S hat off.

66

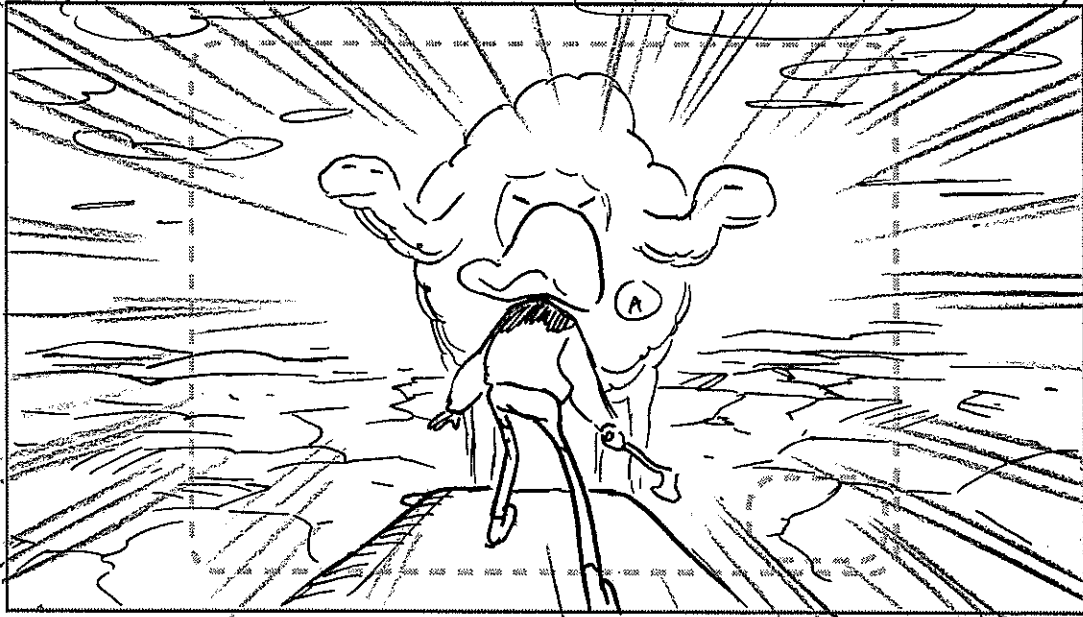
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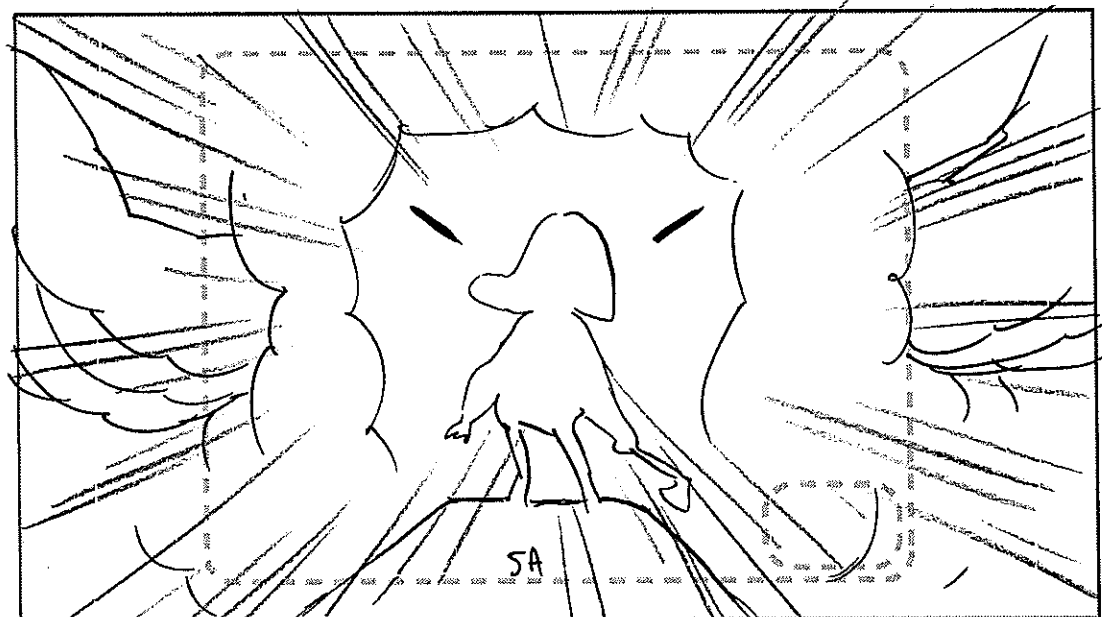


Page 34

Sc. 26 Pnl. A Bg. day night



Sc. 26 Pnl. B Bg. day night



Dialog: (CD) (OS) Seed man,
Sandwich Paul,
Angry Susan,

Action: -PB flies toward ESSENCE

Timing:

67



Production :

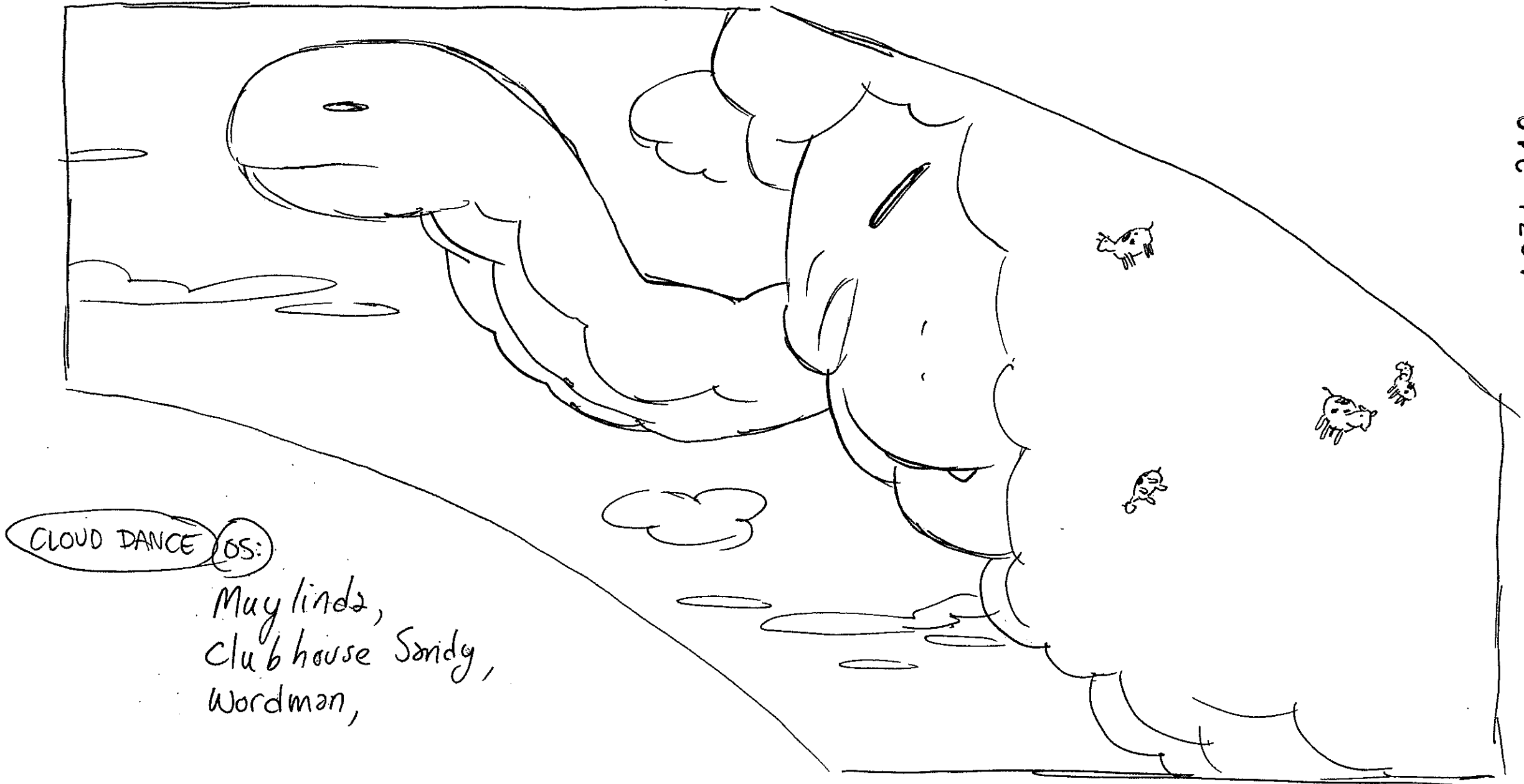
68

1034-219
EPISODE #

Sc. 27

Pl. A

Bg.



CLOUD DANCE (OS)

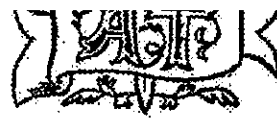
May linda,
club house Sandy,
Wordman,

69

70

1034-219

ADVENTURE TIME



pg 36

Sc.

27

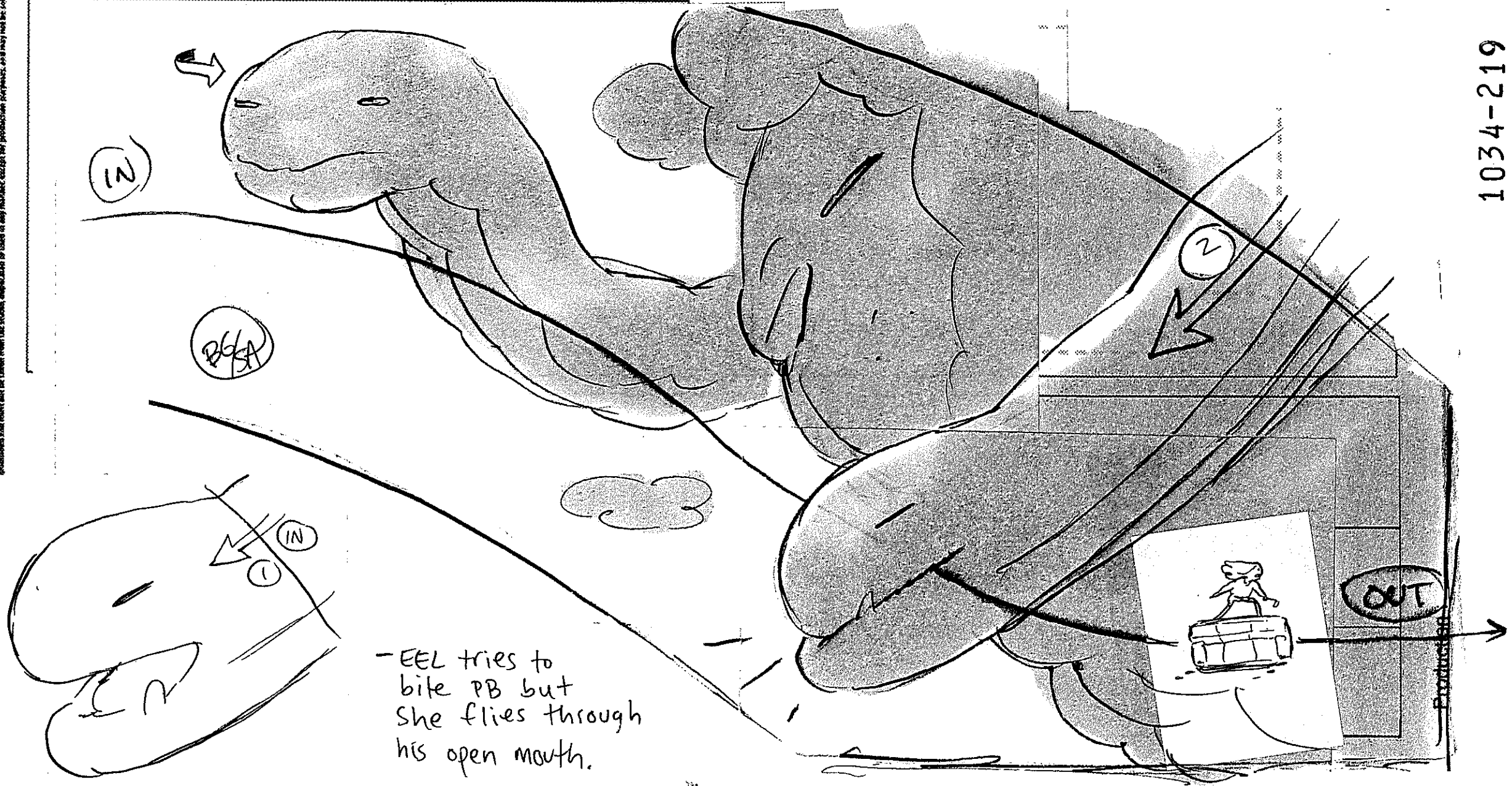
Prnt.

B

Bg.

day night

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- EEL tries to bite PB but she flies through his open mouth.

71

72

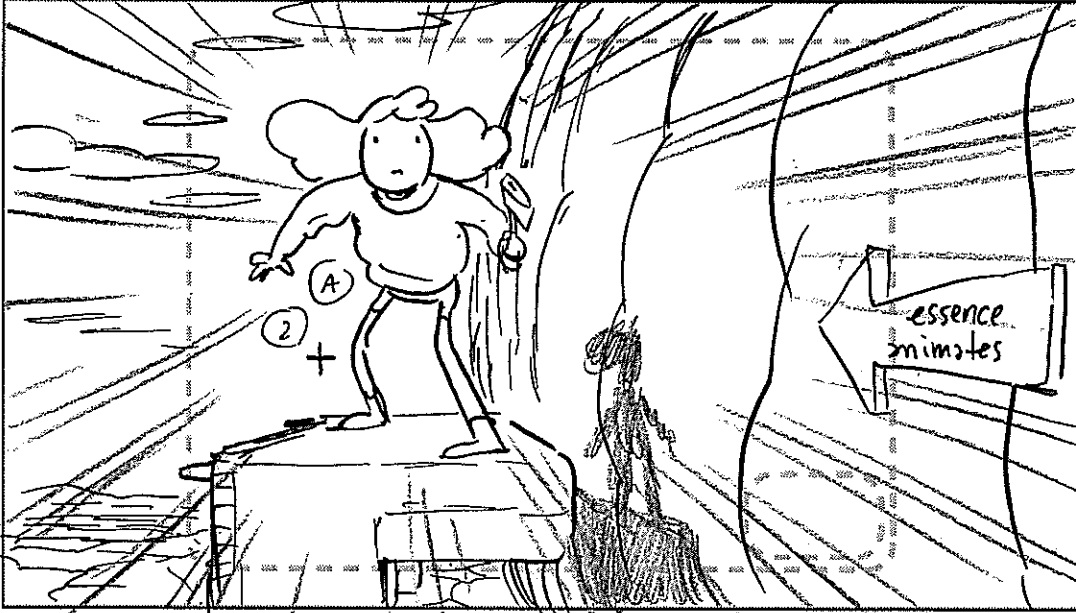
1034-219

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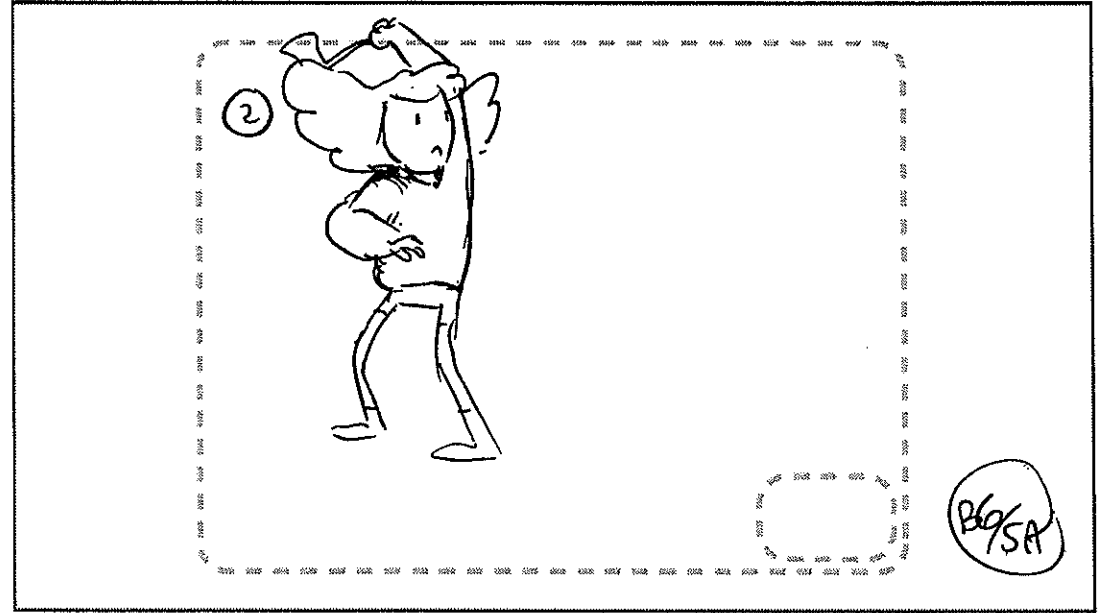
ADVENTURE TIME

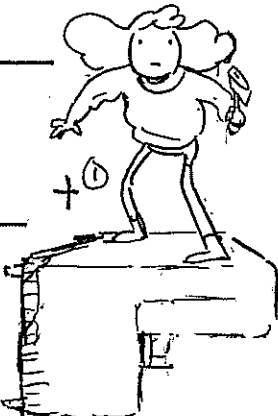




Sc. 28 Pnl. A Bg. day night



Sc. 28 Pnl. B Bg. day night



Dialog:				(CD) os Darkwing Harry, Booklass, Old Samantha
Action:				-PB winds up to hack essence with hatchet
Timing:				

-73

74

-73

74

EPISODE # 1034-219

Production :

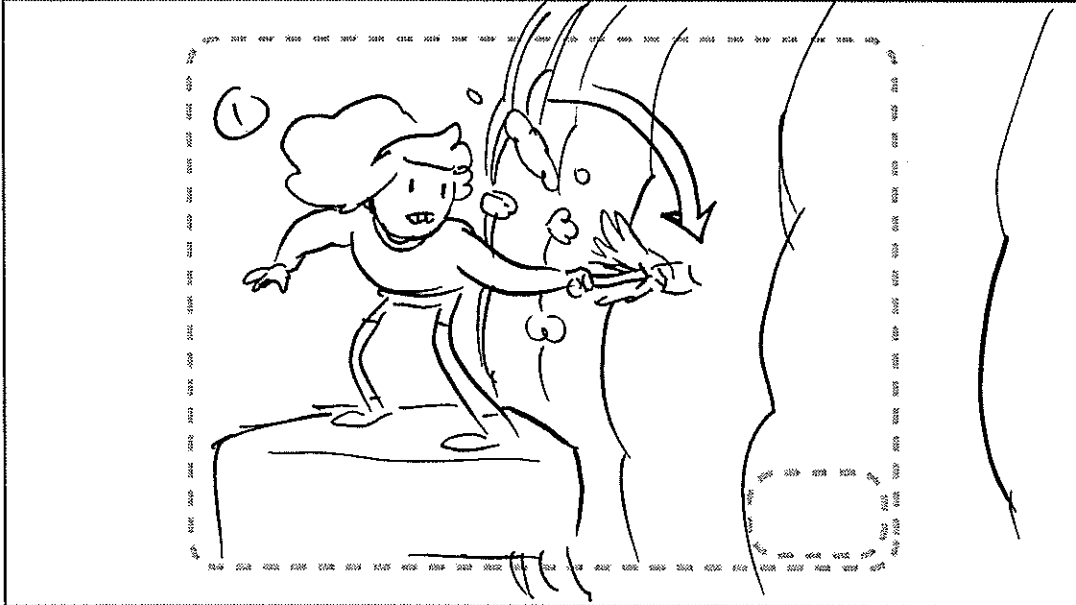
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ADVENTURE TIME

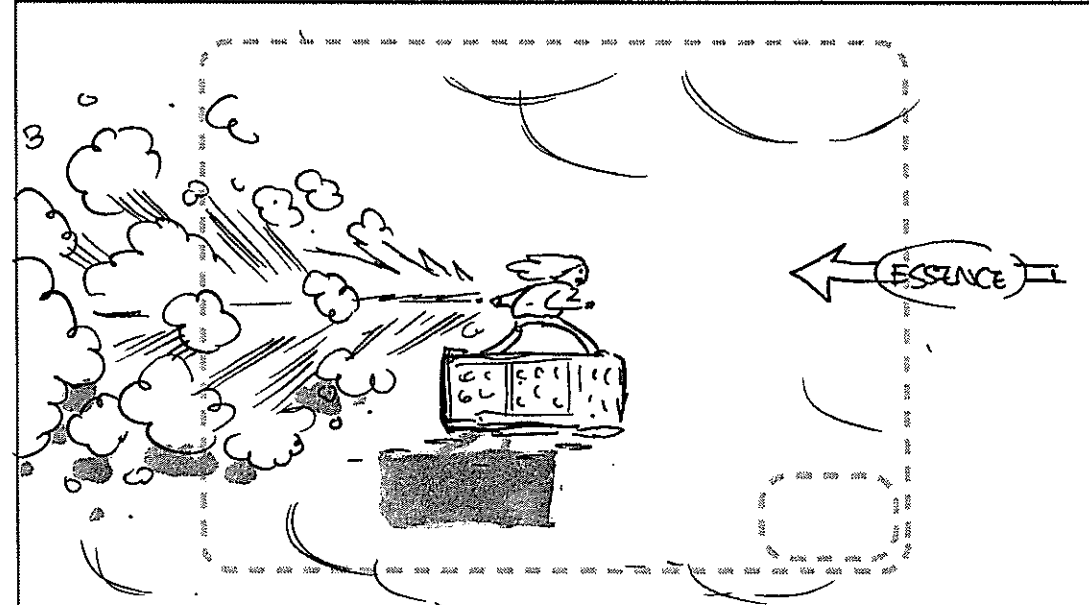


Page 38

Sc. 28 Pnl. C Bg. day night



Sc. 29 Pnl. A Bg. day night



Dialog:

Action: - PB hacks into Essence, dragging hatchet through Essence's body.

Timing:



75

(SFX) TSSSSSSSSSSSSSSSSSS!!!

- Steam sprays out as PB drags hatchet through Essence's body.

76

EPISODE # 1034-219

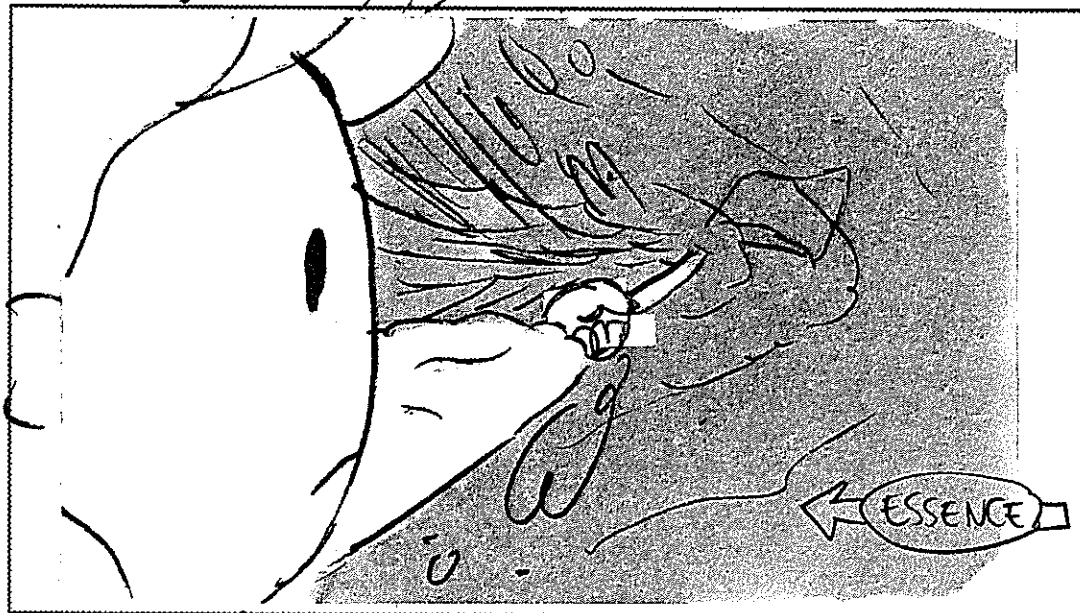
Production :

ADVENTURE TIME

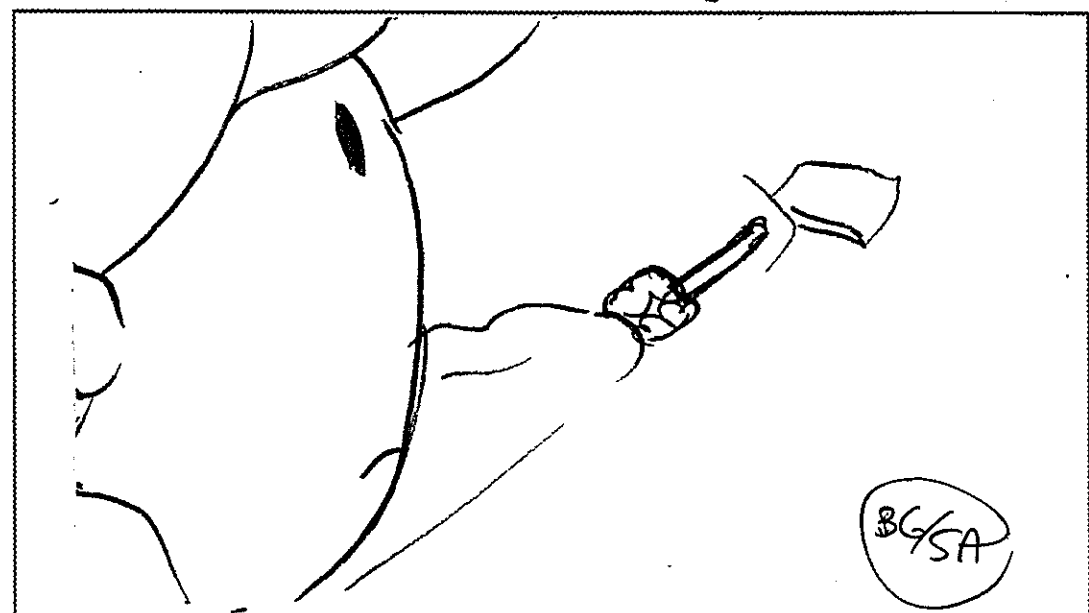


Page **39**

Sc. **30** Pnl. **A** Bg. day night



Sc. **30** Pnl. **B** Bg. day night



Dialog:	FARMER OS HELP!
Action:	
Timing:	

77

78

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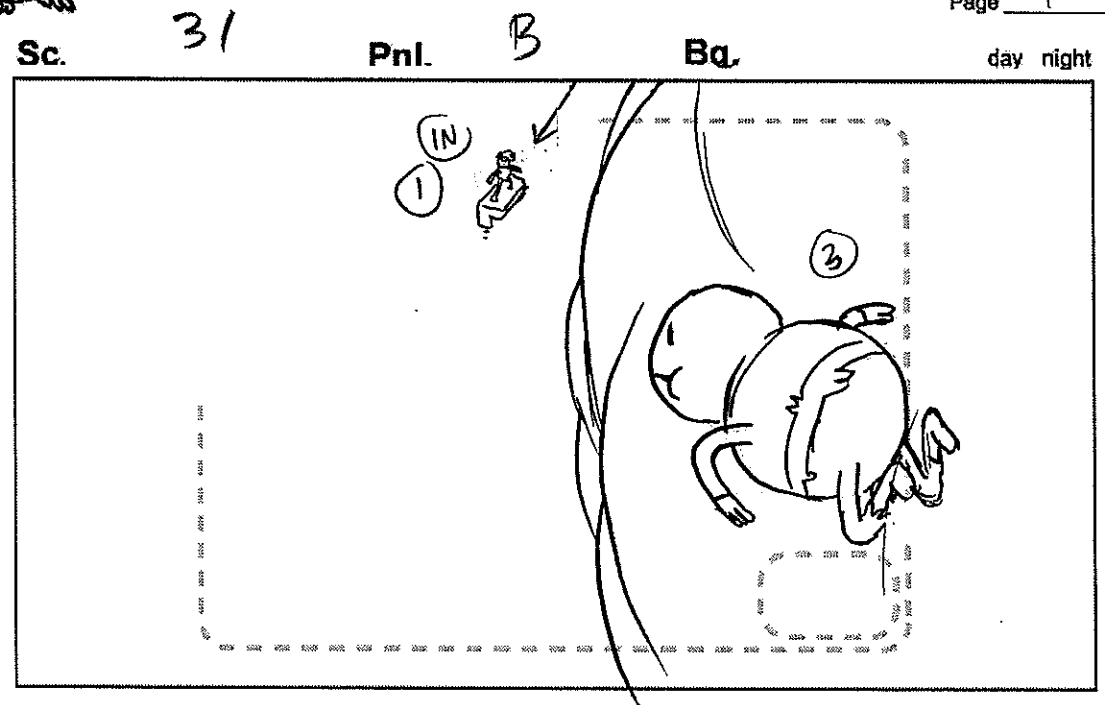
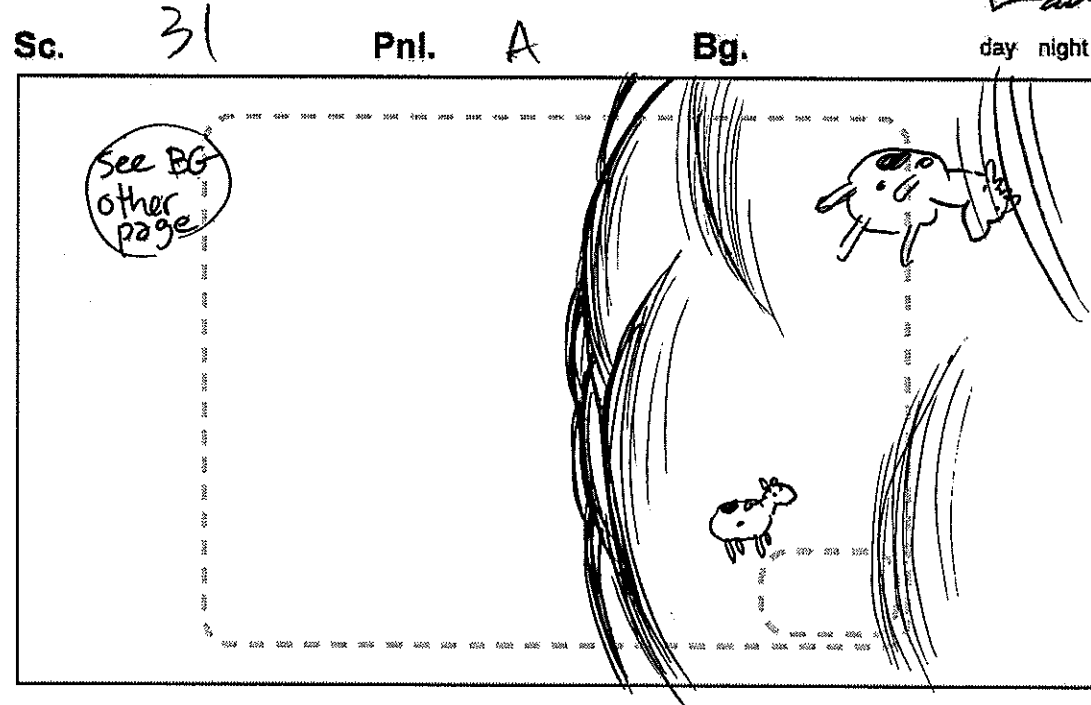
EPISODE # **1034-219**
Production :

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ADVENTURE TIME



Page 40



Dialog:

(CD) (OS): DR. Belstar, Limbo Man, Quasar, →

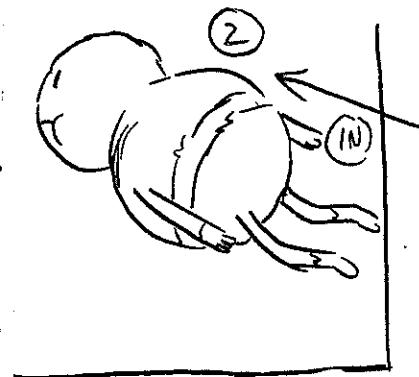
Action:

- PB in first, then
farmer swims into
shot.

Timing:

79

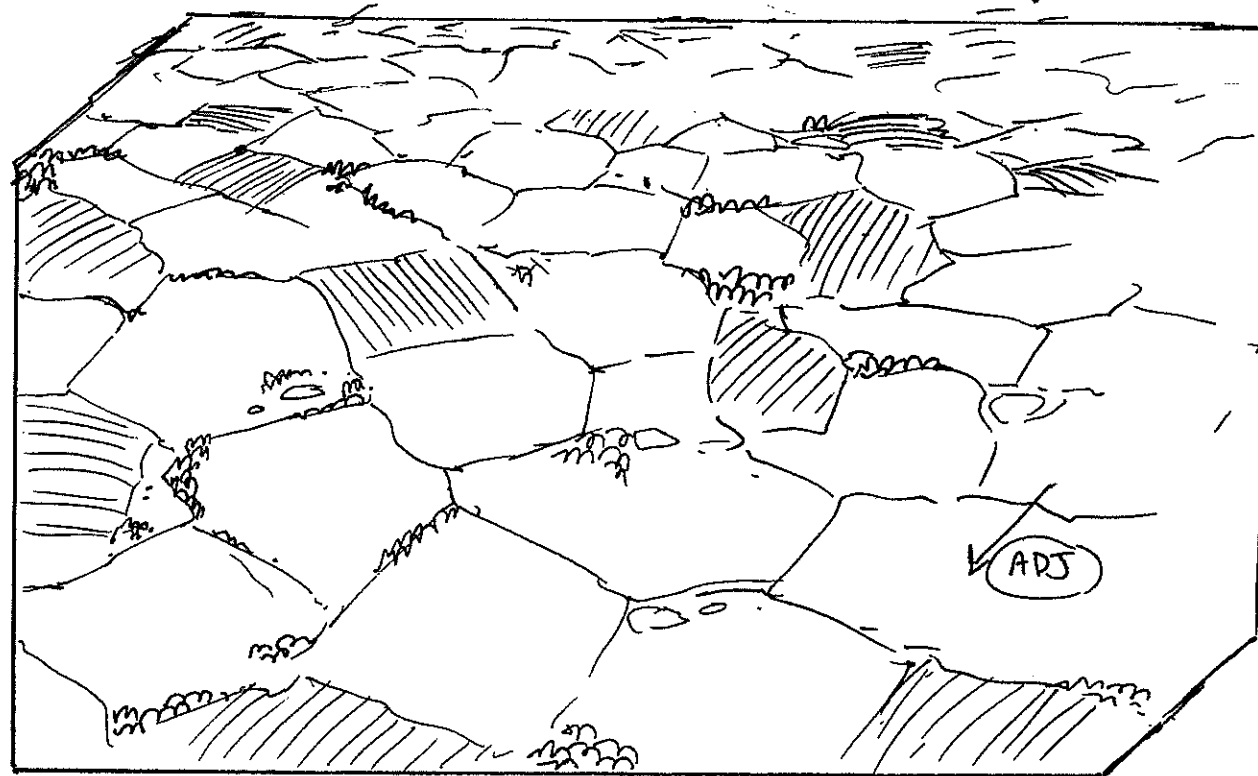
80



EPISODE # 1034-219

Production :

Sc. 31 Pnl. C Bg.



BG Adjust should be this length... but perspective should stay consistent... some kinda CG assist?

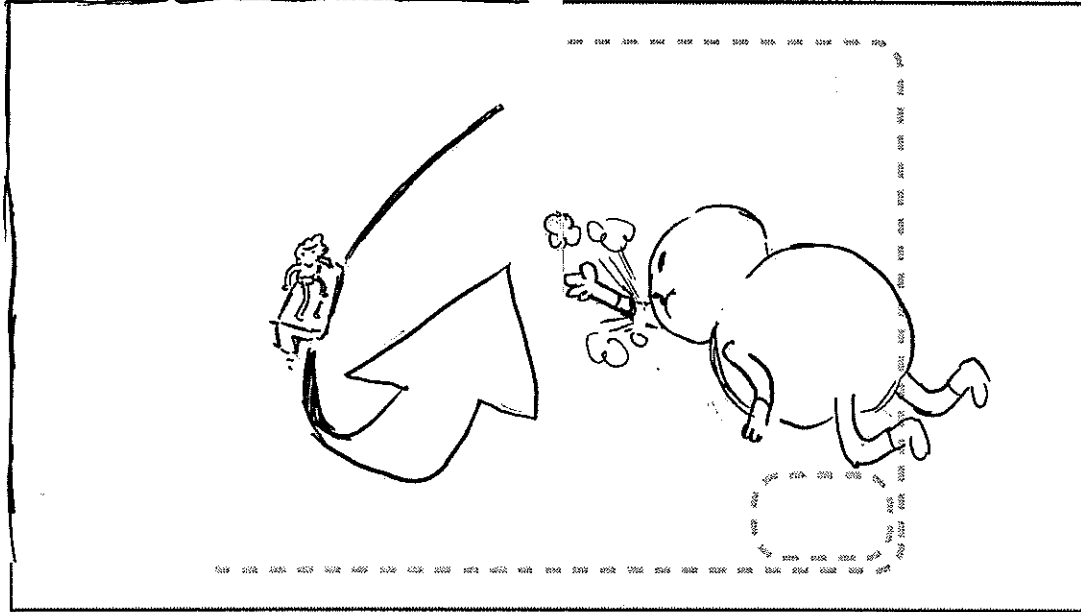
1034-219

ADVENTURE TIME

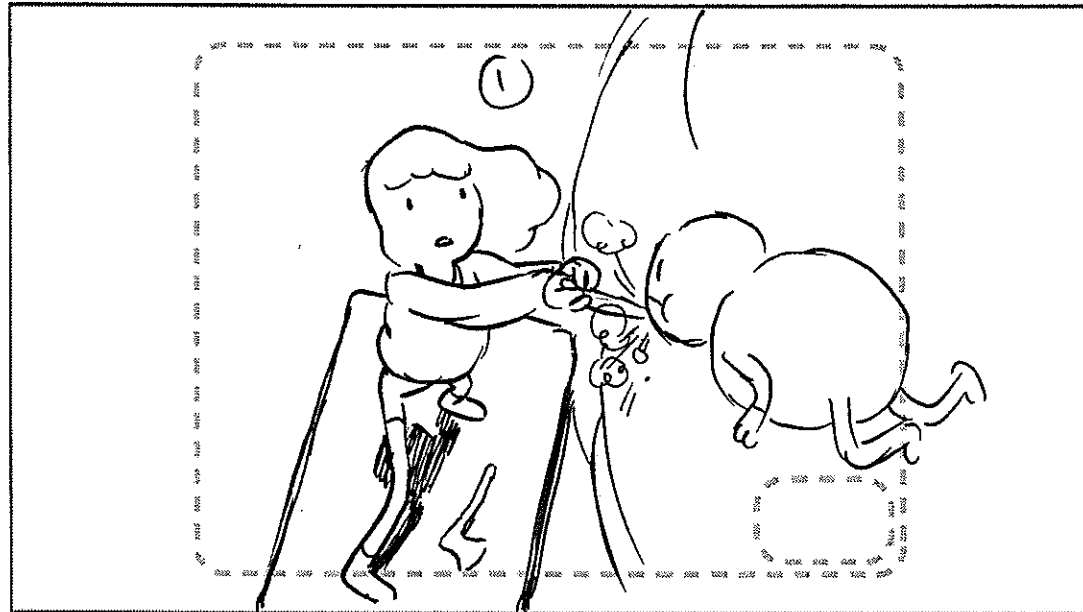


Page 42

Sc. 31 Pnl. D Bg. day night



Sc. 31 Pnl. E Bg. day night



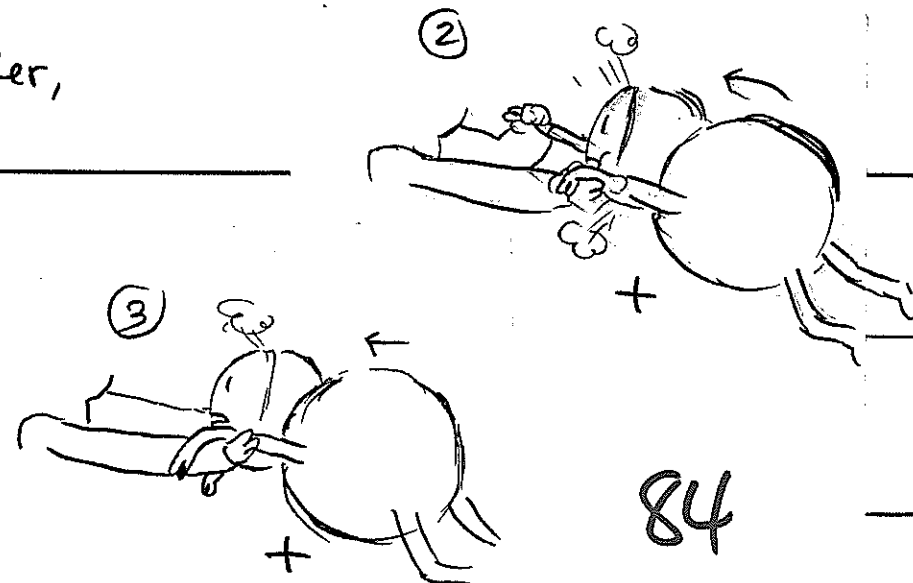
Dialog:

(CD) Cloud Dance Jr,
Square Boy, Cat Poster,
Uncle Joey-Face,

Action: - Farmer pokes his hand
through Essence's skin.

Timing:

83



84

EPISODE# 1034-219

Production :

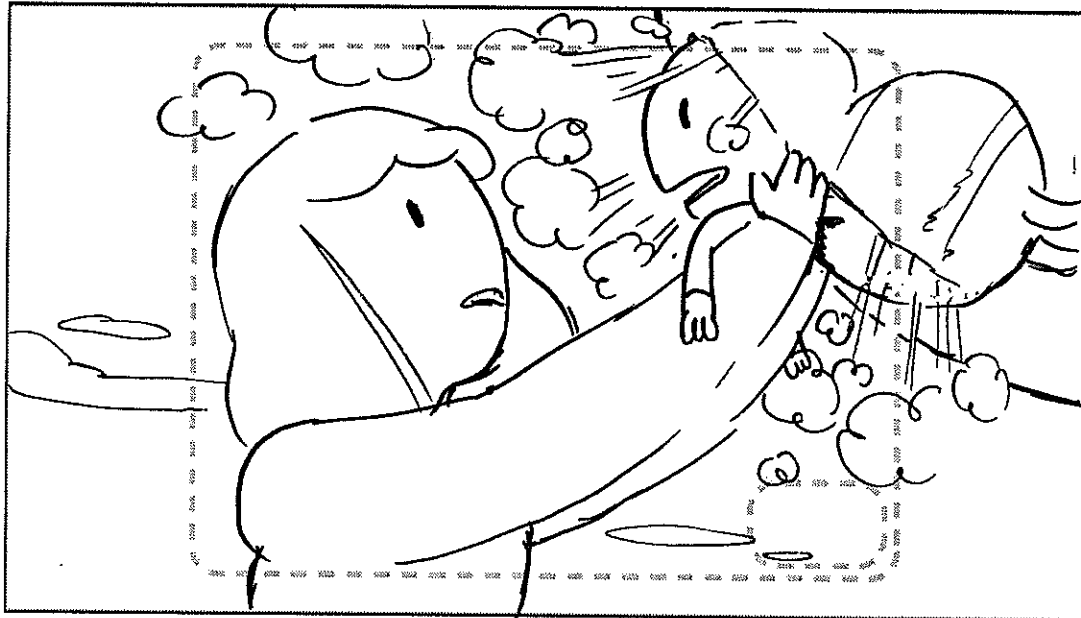
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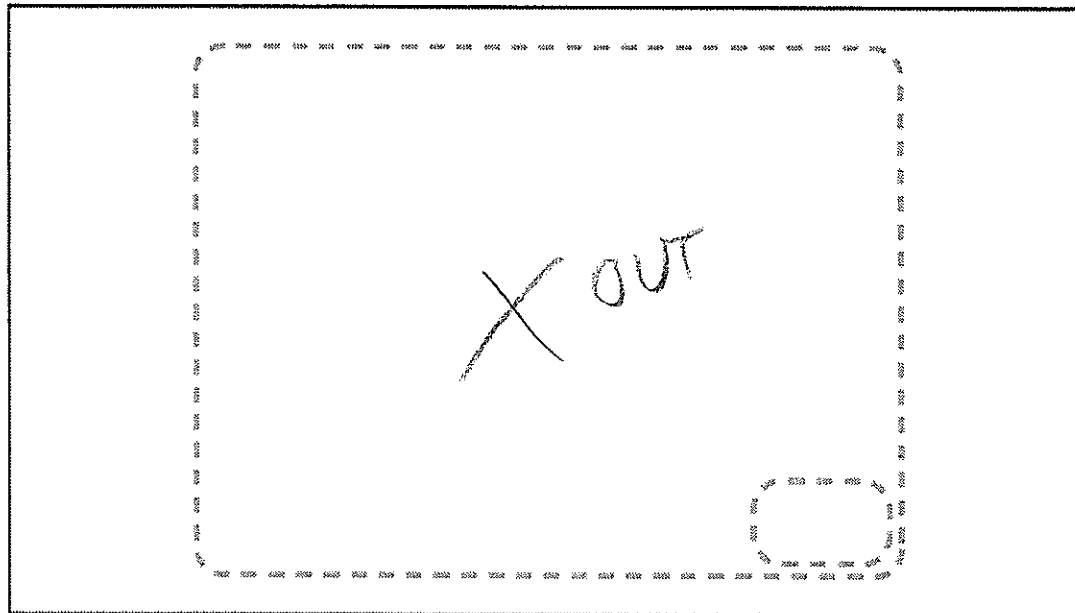


Page 43

Sc. 32 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: - PB pulls farmer out gingerly, like a baby.

Timing:

85

86

EPISODE # 1034-219

Production :

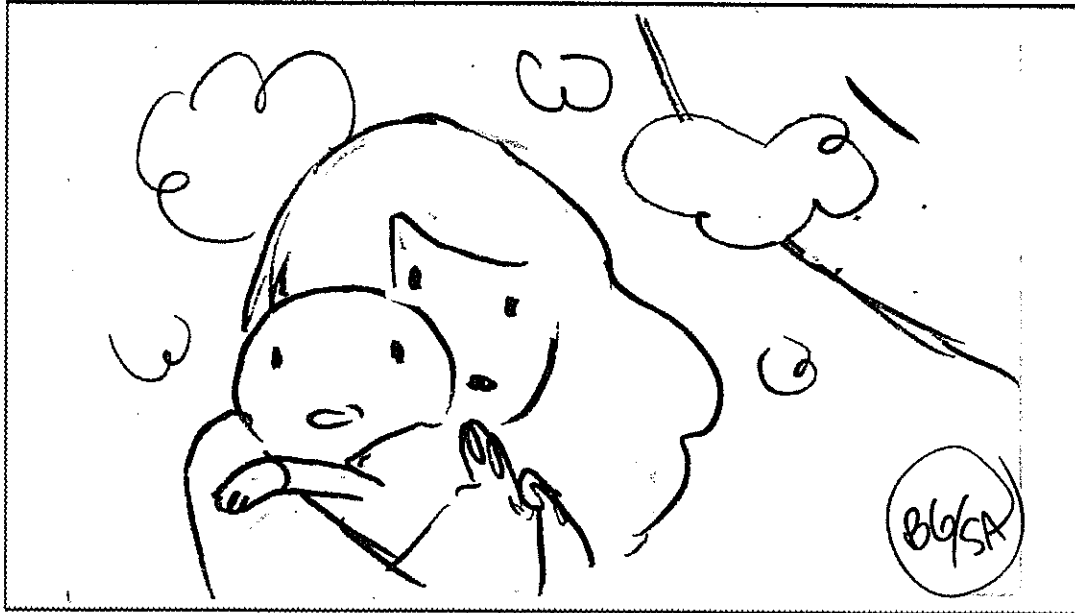
ADVENTURE TIME



44

Page _____

Sc. 32 Pnl. B Bg. day night



Sc. 32 Pnl. C Bg. day night



Dialog:

Action:

Timing:

87

FARMER
OS

UP
HERE!

88

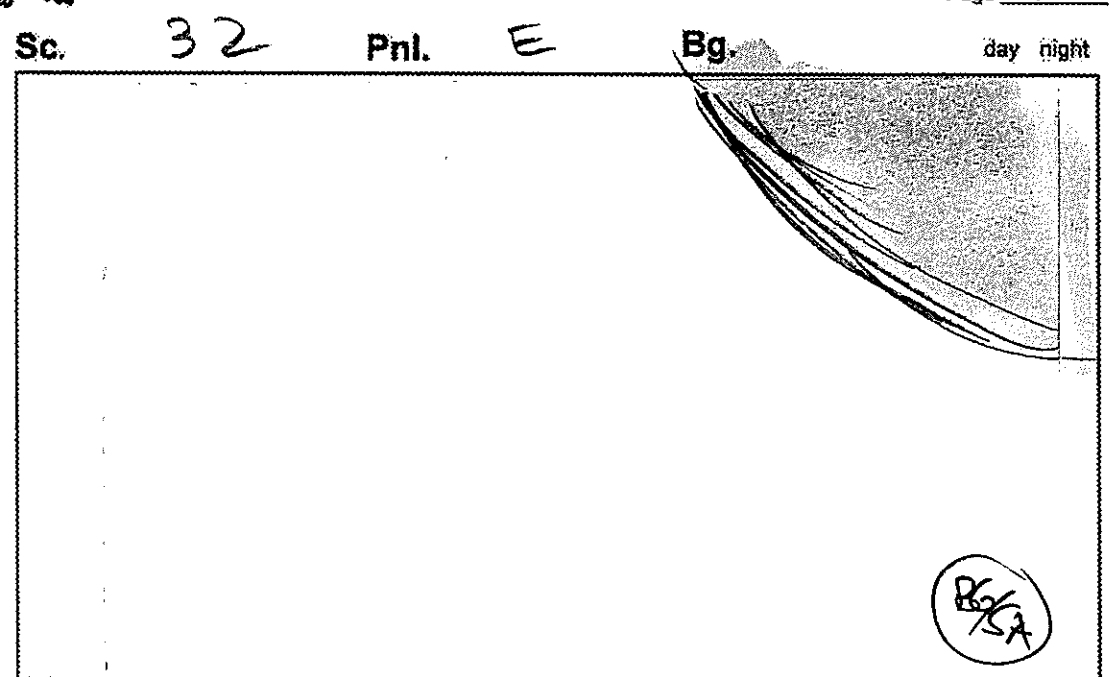
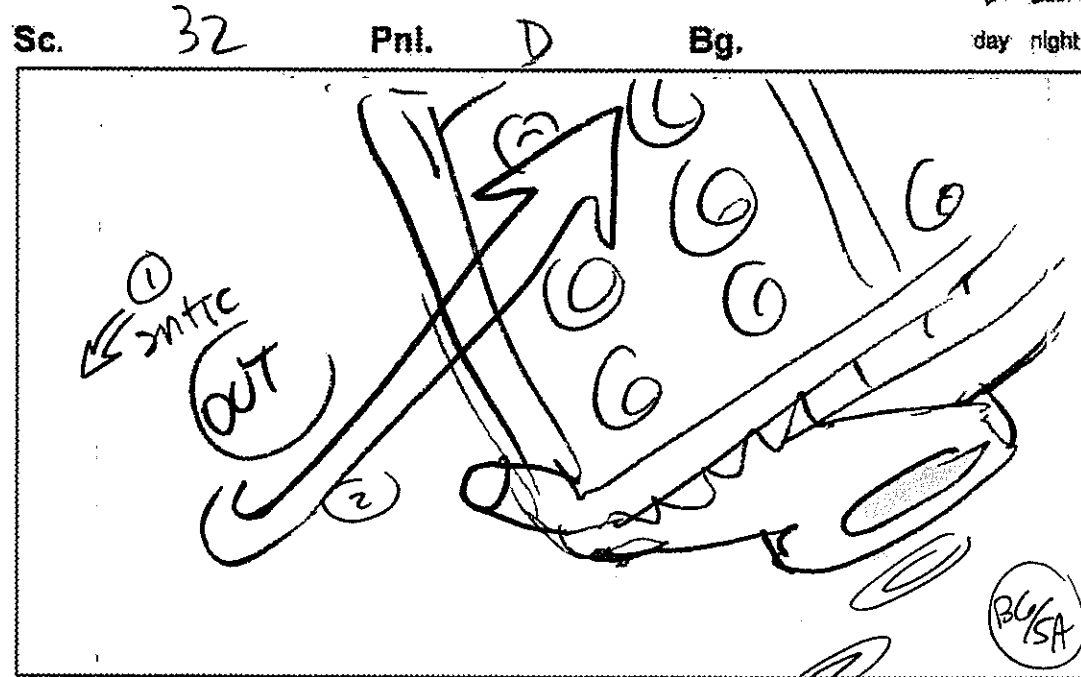
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 45



Dialog:

(CD) (OS)

Dogman,
Tightwad,
Raspberry Sam

Action: - PB flies up out of shot.

Timing:

89

90

EPISODE # 1034-219

Production :

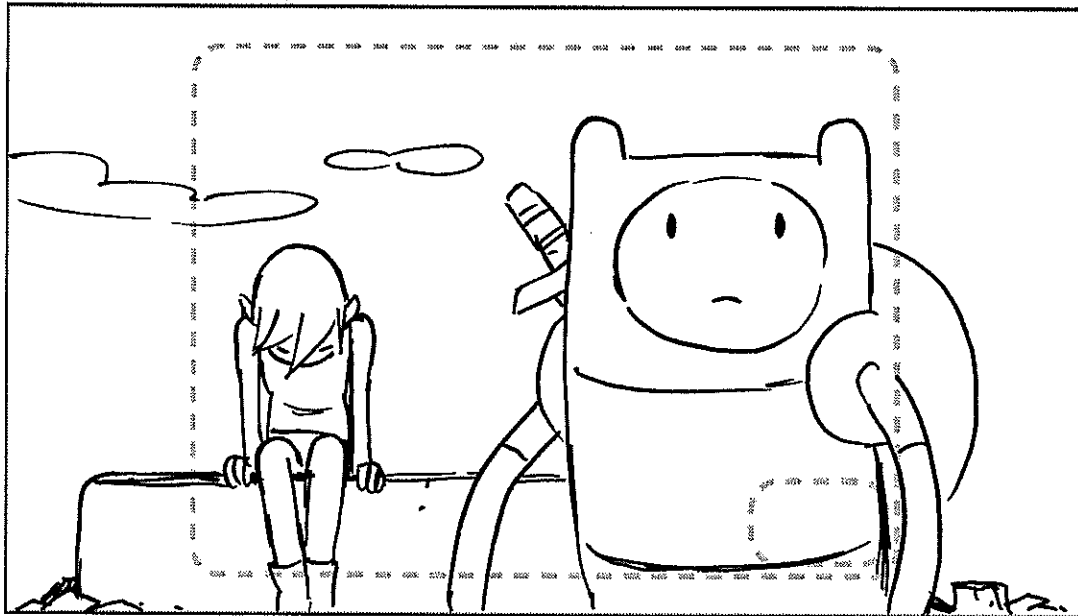
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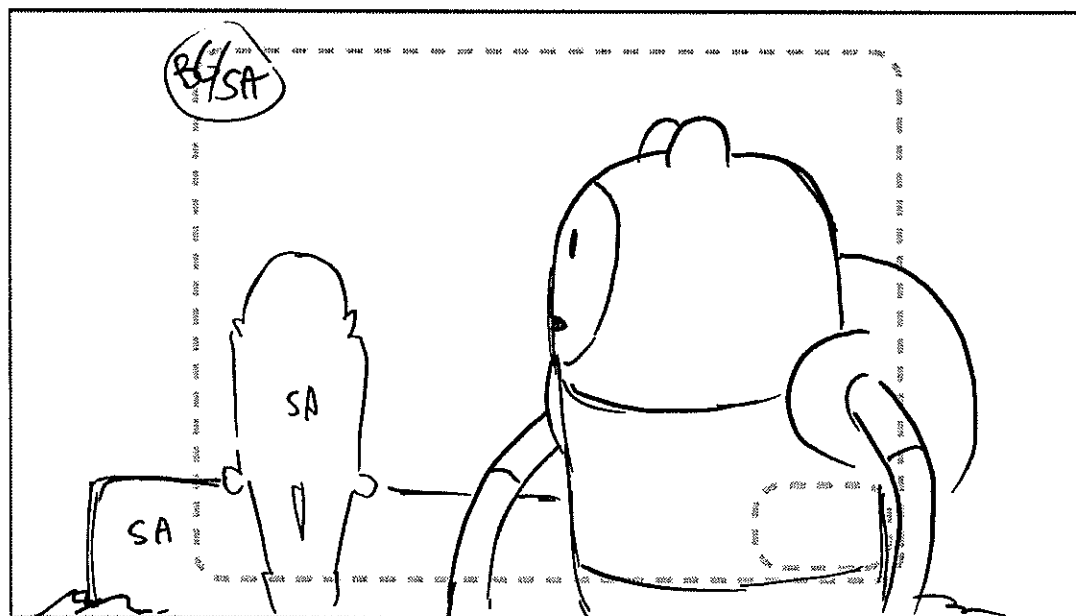


Page 46

Sc. 33 Pnl. A Bg. day night



Sc. 33 Pnl. B Bg. day night



Dialog:

CLOUD DANCE (OS): DJ Fresh-Start
and my boy
Big Trace.

FINN: You sure you're not
coming Marceline?

Action:

Timing:

some extra names to throw
in if it comes up too
short:

91

MR. WILLEM
PINK SASHA
GRAVY-JAY
FACE GUY
LOLLY

92

EPISODE # 1034-219

Production :

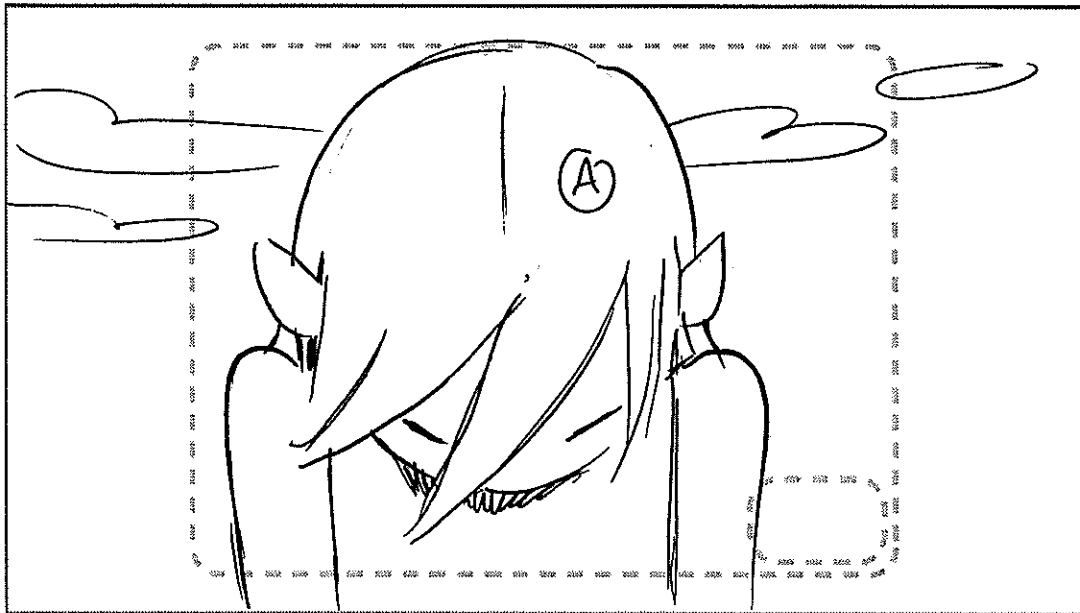
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ADVENTURE TIME



Page 47

Sc. 34 Pnl. A Bg. day night



Sc. 34 Pnl. B Bg. day night



Dialog: (Finn) (OS) We could really use your help... (F:) ... Marceline?

Action: (A), wind blows (B), hair settles back to (A)

Timing: 93 94

EPISODE # 1034-219

Production :

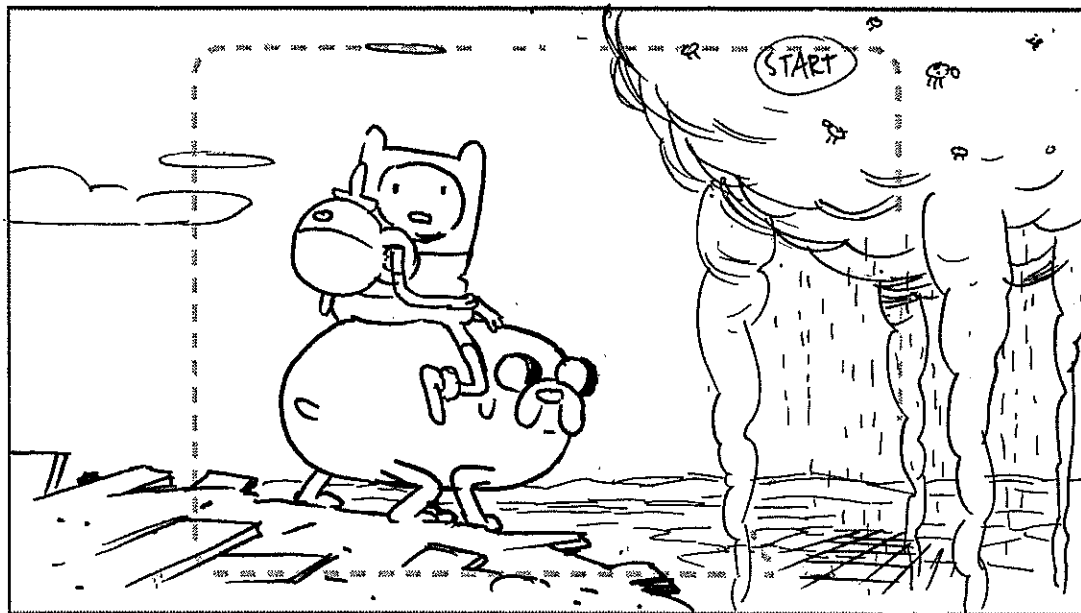
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ADVENTURE TIME

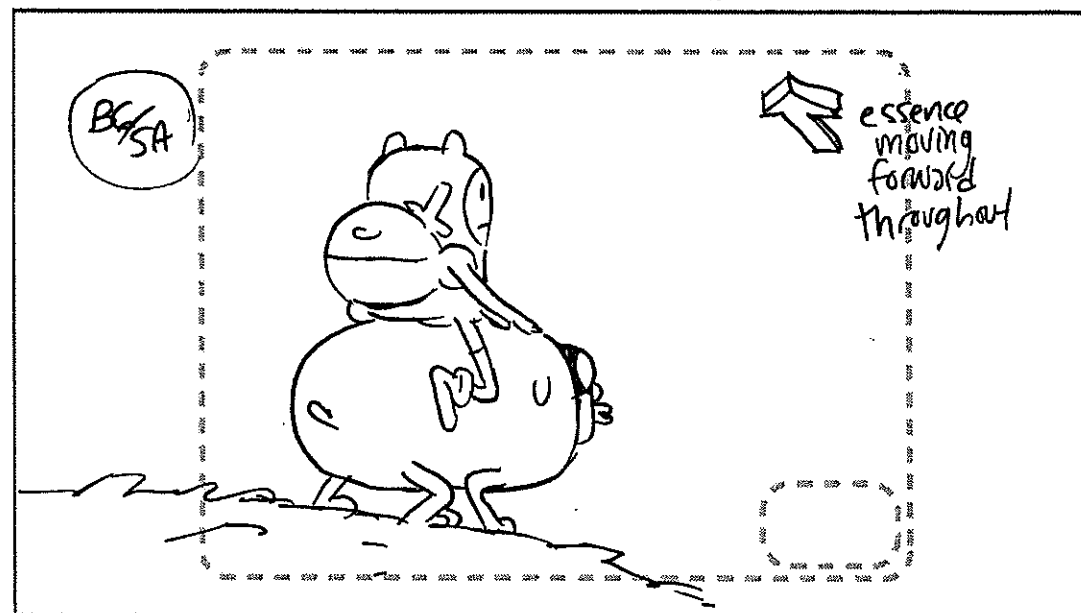


Page 48

Sc. 35 Pnl. A Bg. day night



Sc. 35 Pnl. B Bg. day night



Dialog: (Finn) Okay, maybe later then...

(J:) C'mon Finn lemme hear that war cry!

Action: - Essence walks toward screen throughout scene →

Jake turns 1st, then Finn

Timing:

95

96

EPISODE # 1034-219

Production :

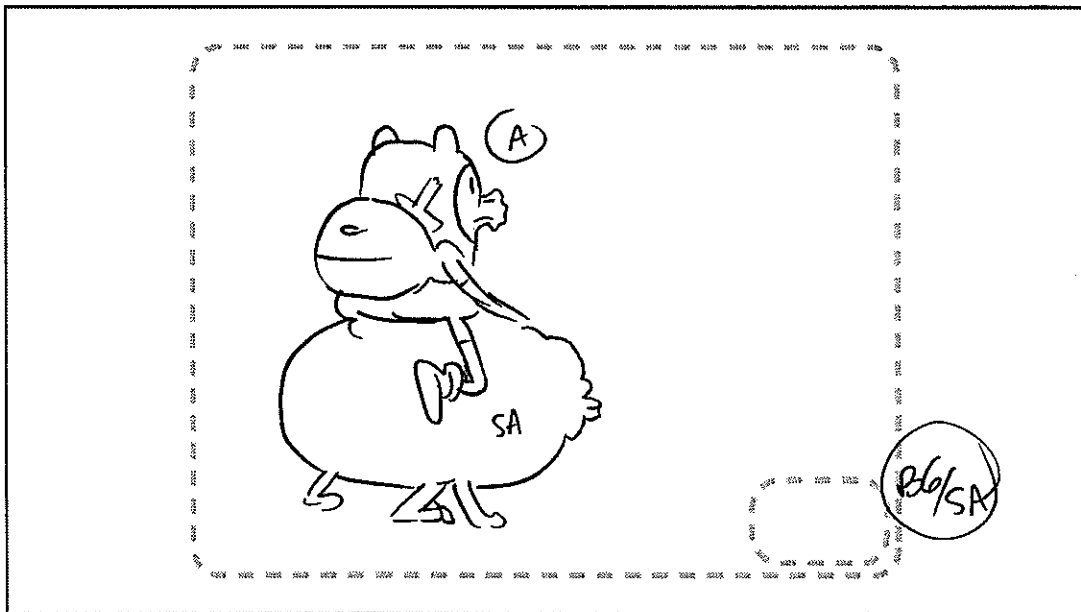
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ADVENTURE TIME

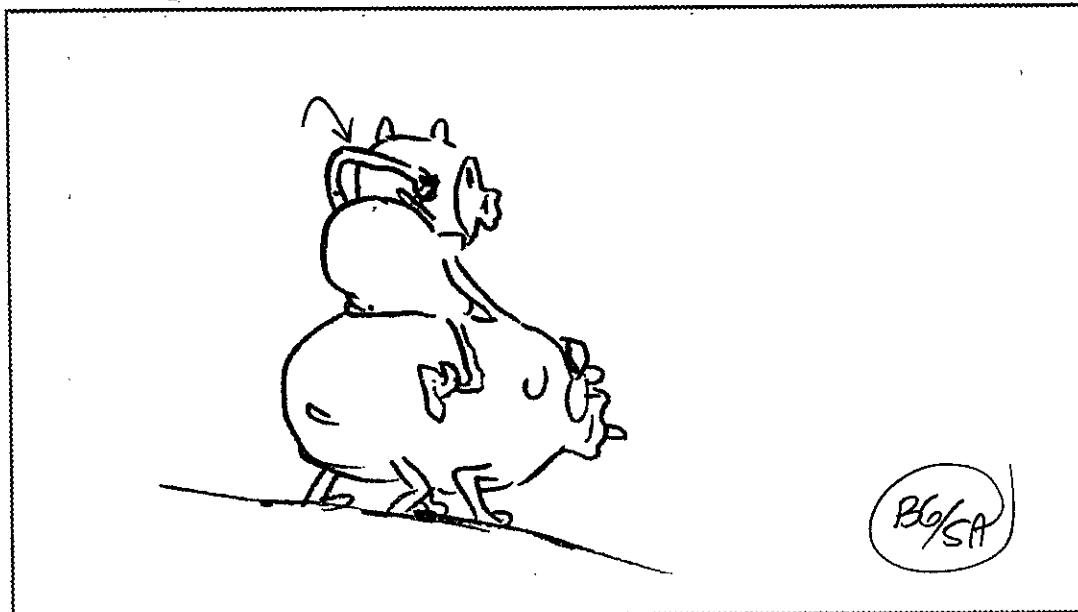


Page 49

Sc. 35 Pnl. C Bg. day night



Sc. 35 Pnl. D Bg. day night



Dialog:	(Finn) BURRRRR → RRRRRRRRRRR → (J) BURRRRRRRRR →
Action:	- Finn draws sword. stake
Timing:	
97	98

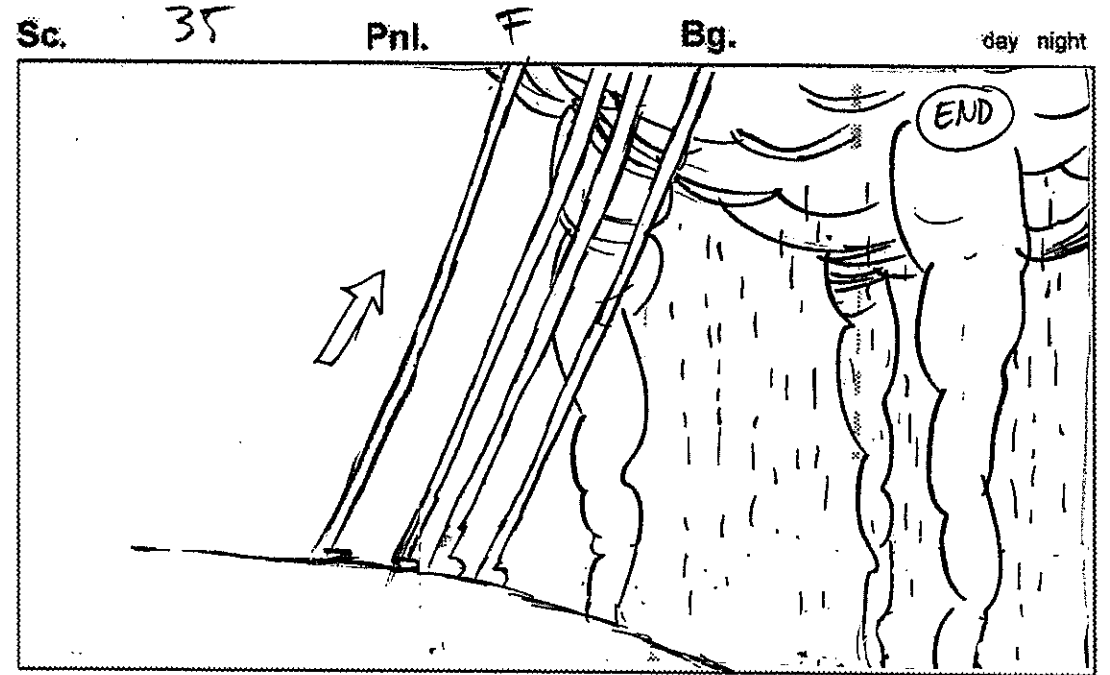
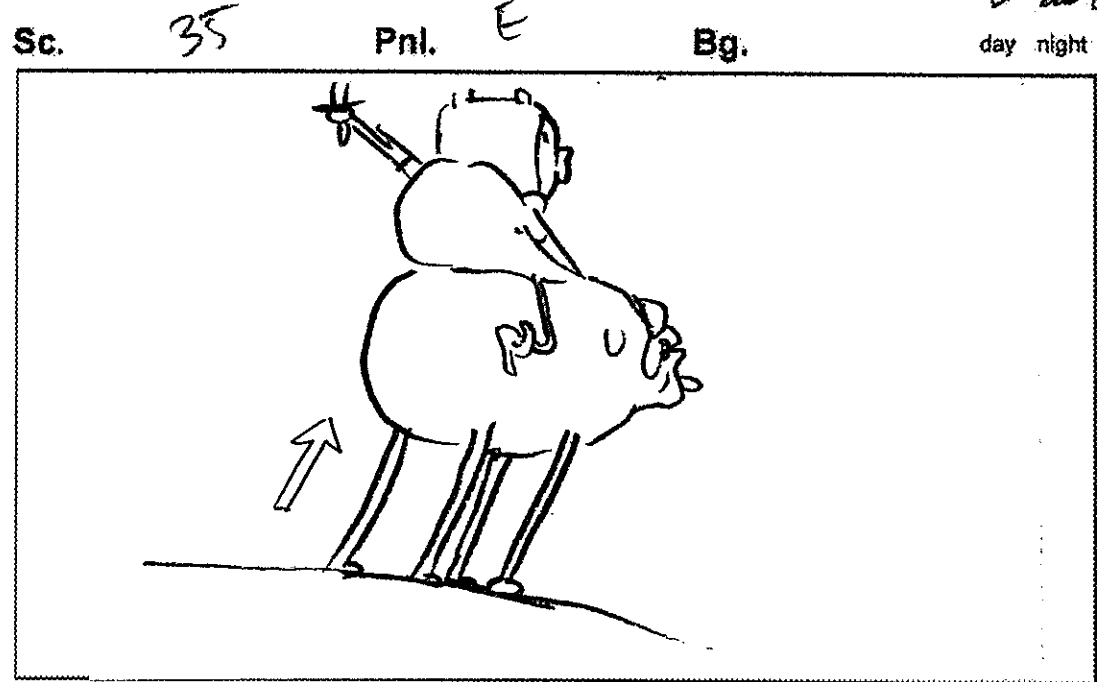
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 50



Dialog:	(F) → R R R R R R →
Action:	(J) → R R R R R R → - J. STRETCHES OFF/S
Timing:	

99

100

EPISODE # 1034-219

Production :

Page 51

Sc. 36 Pnl. A Bg. day night



Sc. 36 Pnl. B Bg. day night



Dialog:

F_{+j} Burrrrrrrr...

(M: * SIGH *

Action:

Timing:

101

102

EPISODE# 1034-219

Production :

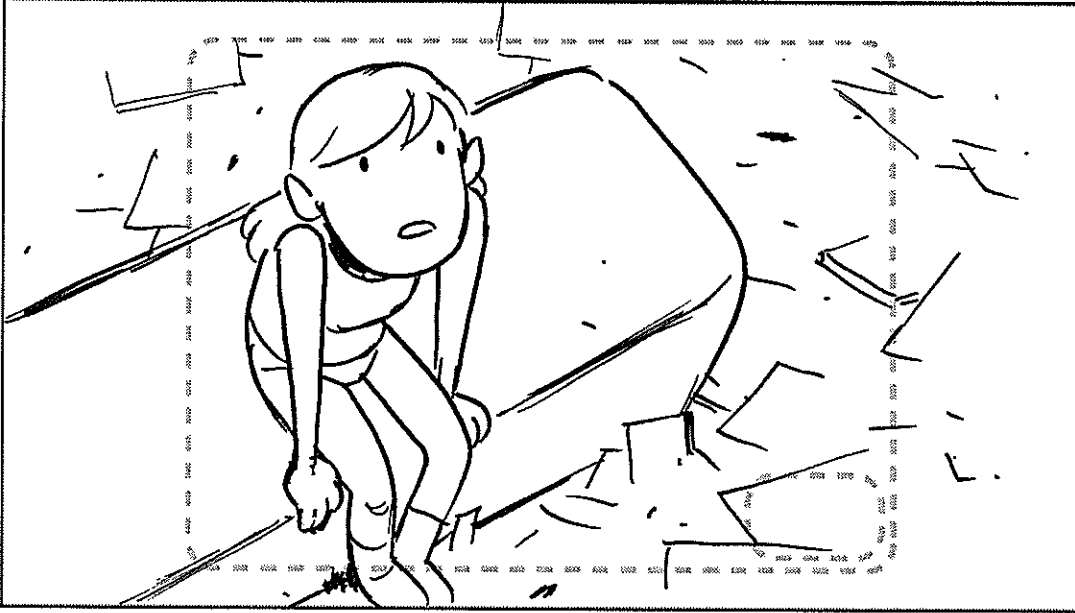
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ADVENTURE TIME

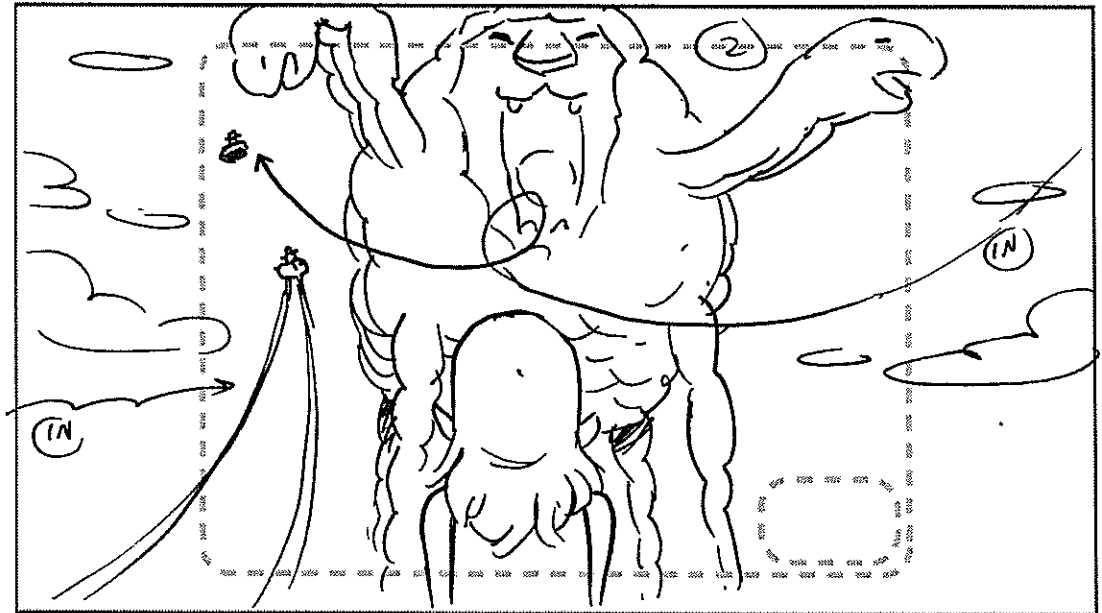


Page 52

Sc. 37 Pnl. A Bg. day night



Sc. 38 Pnl. A Bg. day night



Dialog:	(M) Well, you finally did it Big guy... → you won. Well played.	
Action:	ESSENCE *ROAR*	
Timing:	- PB flies prst Essence - F+J walk into shot - Essence walks forward.	

103

104

EPISODE # 1034-219

Production :

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ADVENTURE TIME

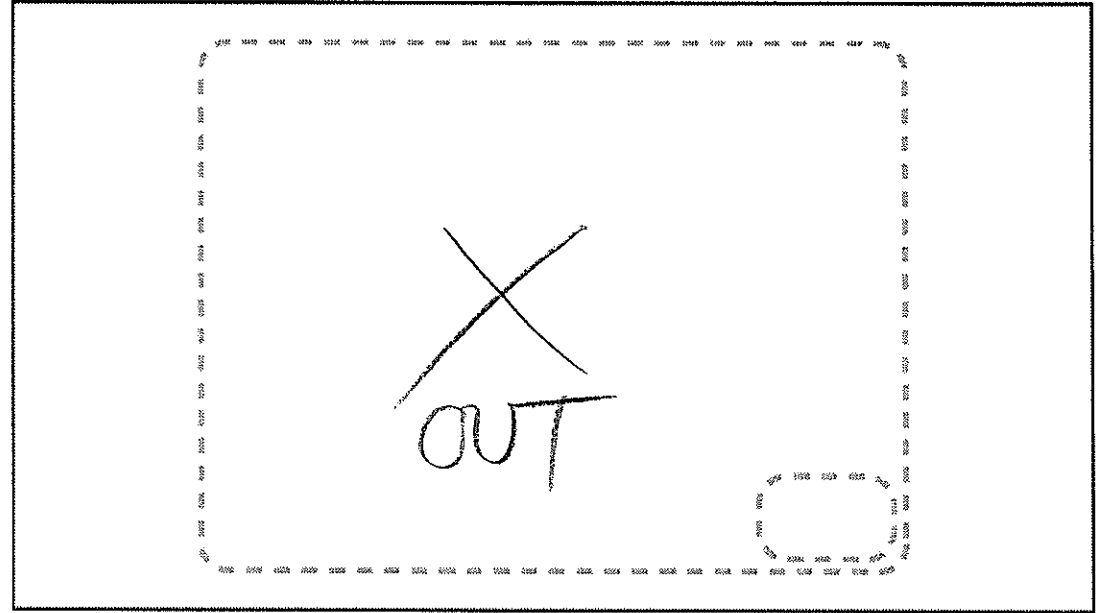


Page 53

Sc. 39 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (M:) I just kinda wish you'd gotten it over with a thousand years ago and saved us all some trouble.

Action: WIND BLOWS Hair + debris: (A) (B) (A)

Timing: 105



106

EPISODE # 1034-219

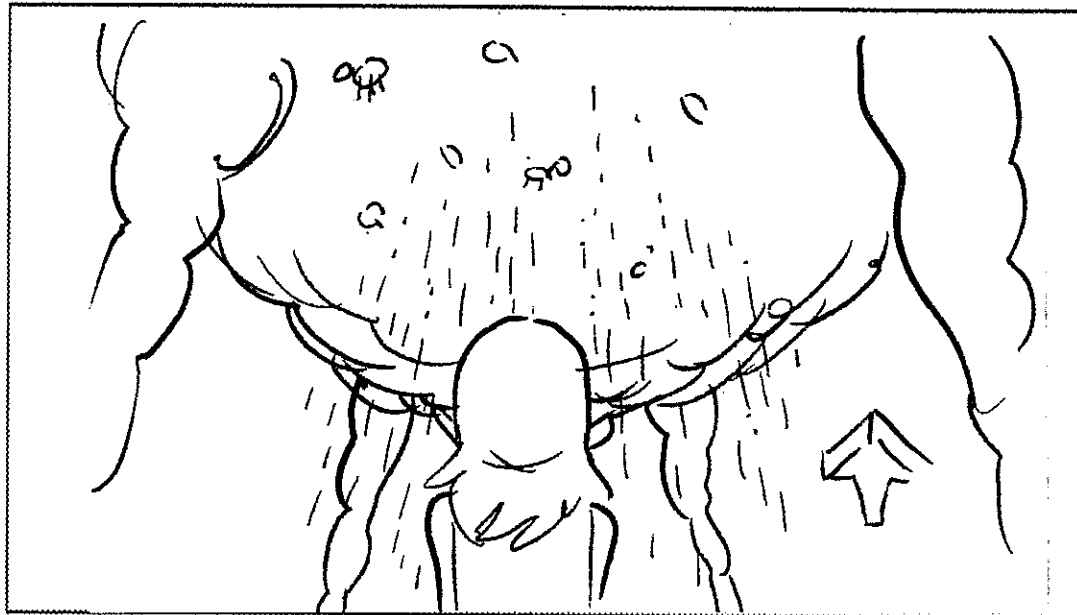
Production :

ADVENTURE TIME

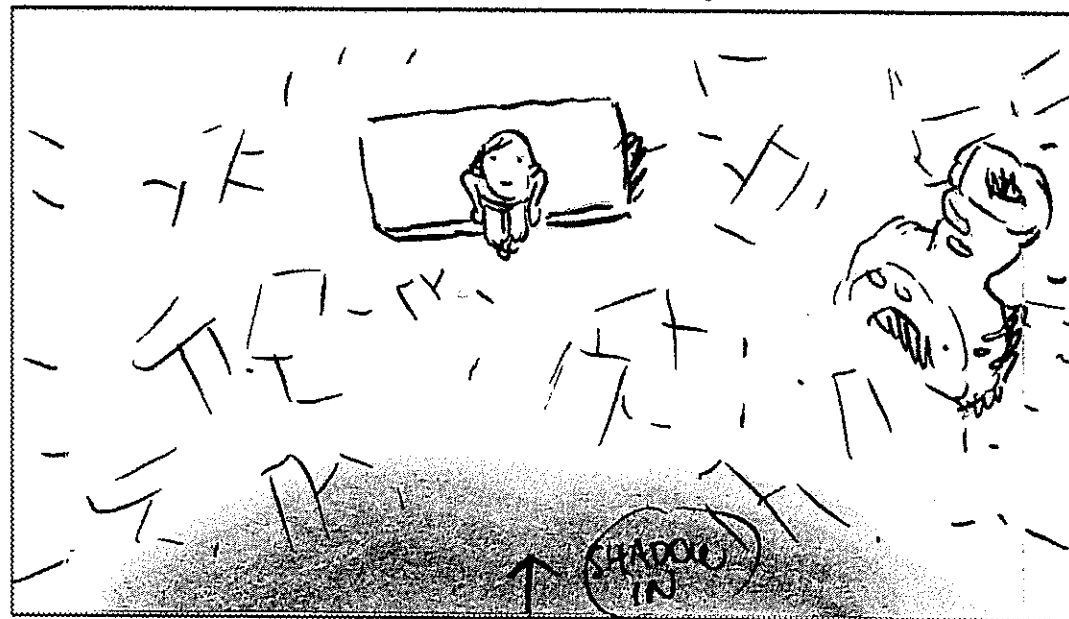


Page 54

Sc. 40 Pnl. A Bg. day night



Sc. 41 Pnl. A Bg. day night



Dialog:	
Action: - ESSENCE WALKS TOWARDS MARCELINE. - SHADOW COMES ON/S.	
Timing:	
<u>107</u>	<u>108</u>

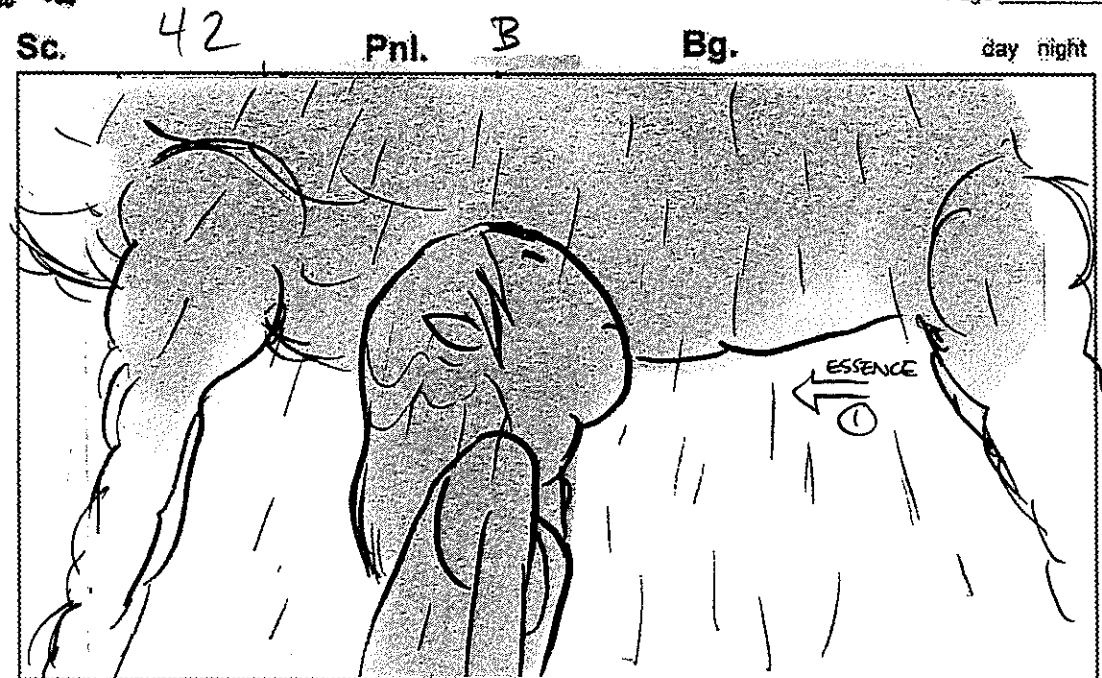
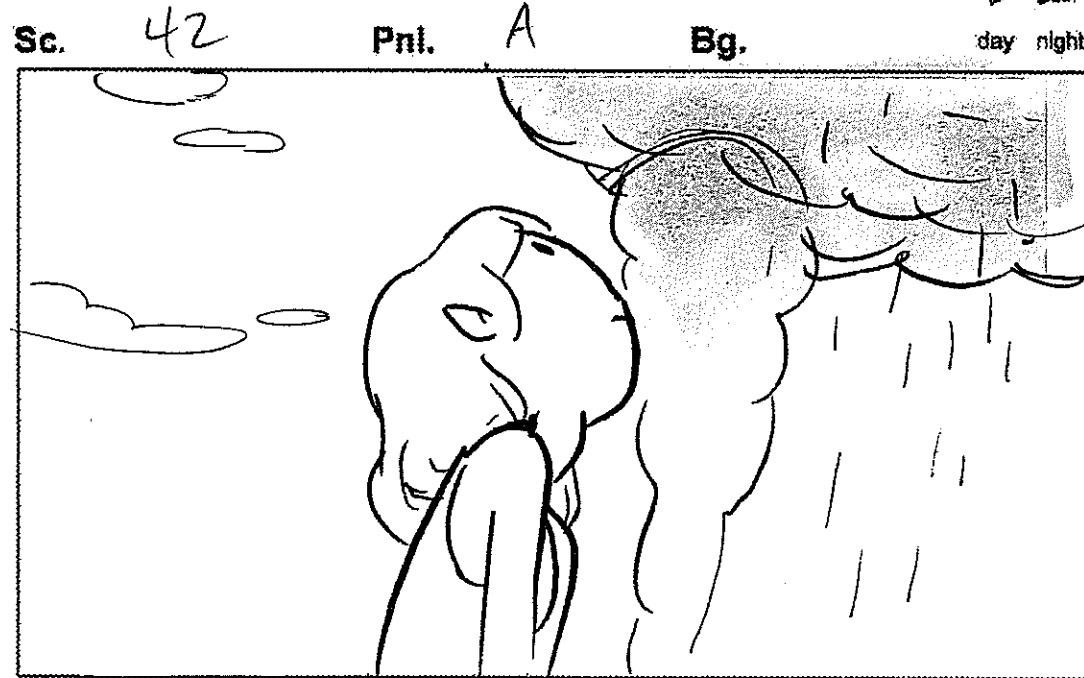
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 55



Dialog:

Action: - Essence walks over Marceline,
Rain wets her hair and clothes.

Timing:

109



110

EPISODE # 1034-219

Production :

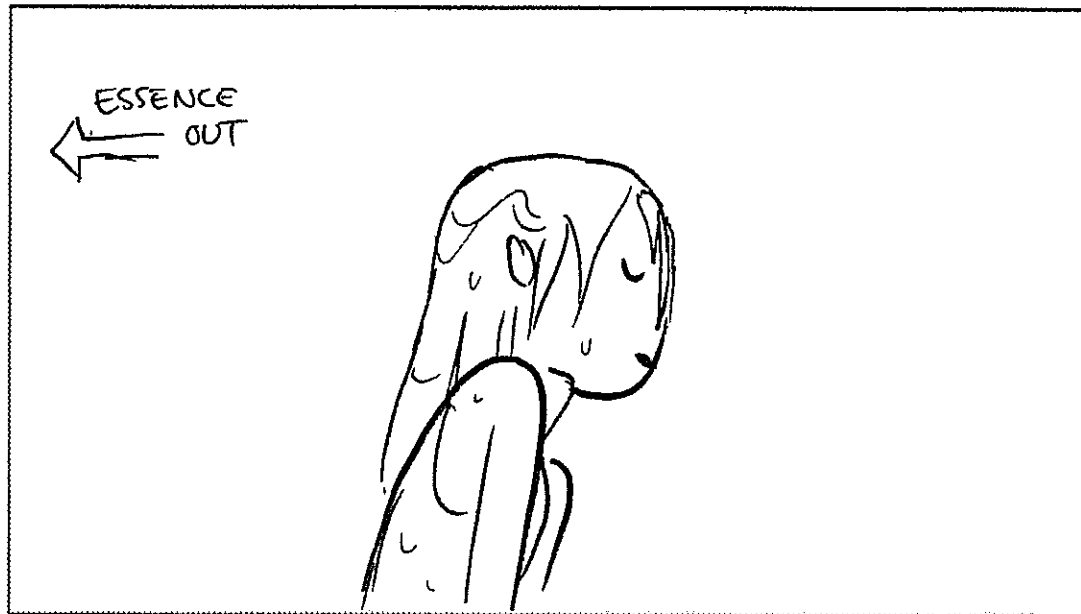
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ADVENTURE TIME

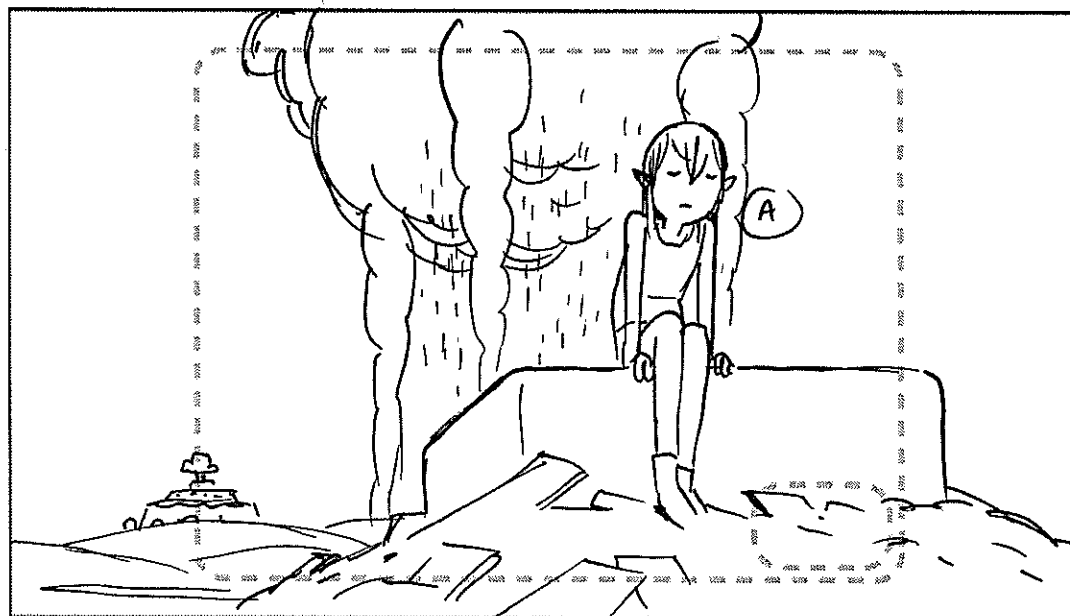


Page 52

Sc. 42 Pnl. C Bg. day night



Sc. 43 Pnl. A Bg. day night



Dialog: (M:) Better late than never I guess.

Action:

Timing:

III

112

EPISODE # 1034-219

Production :

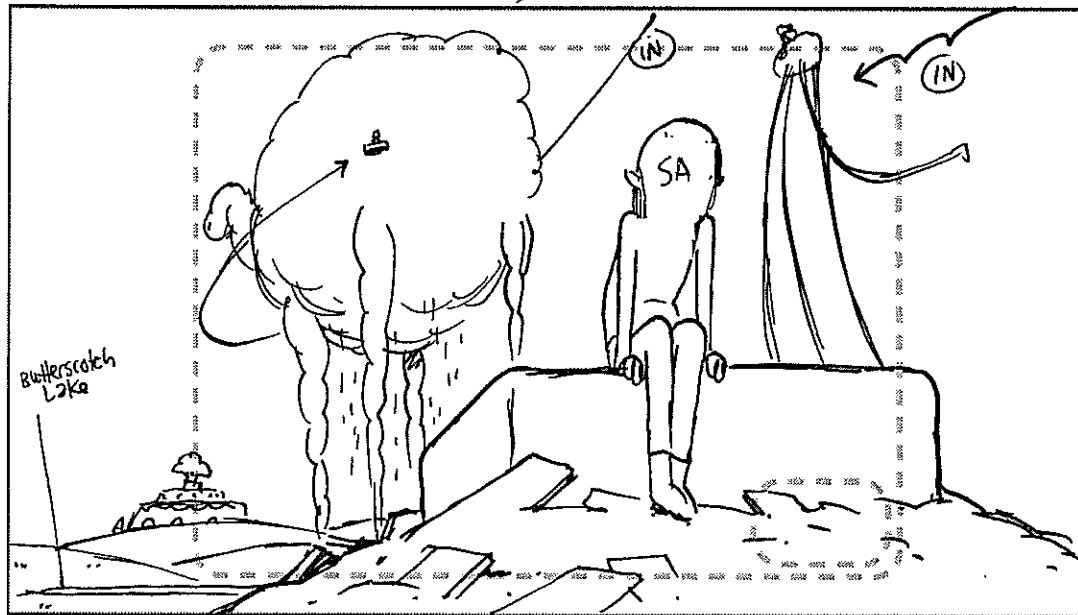
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ADVENTURE TIME

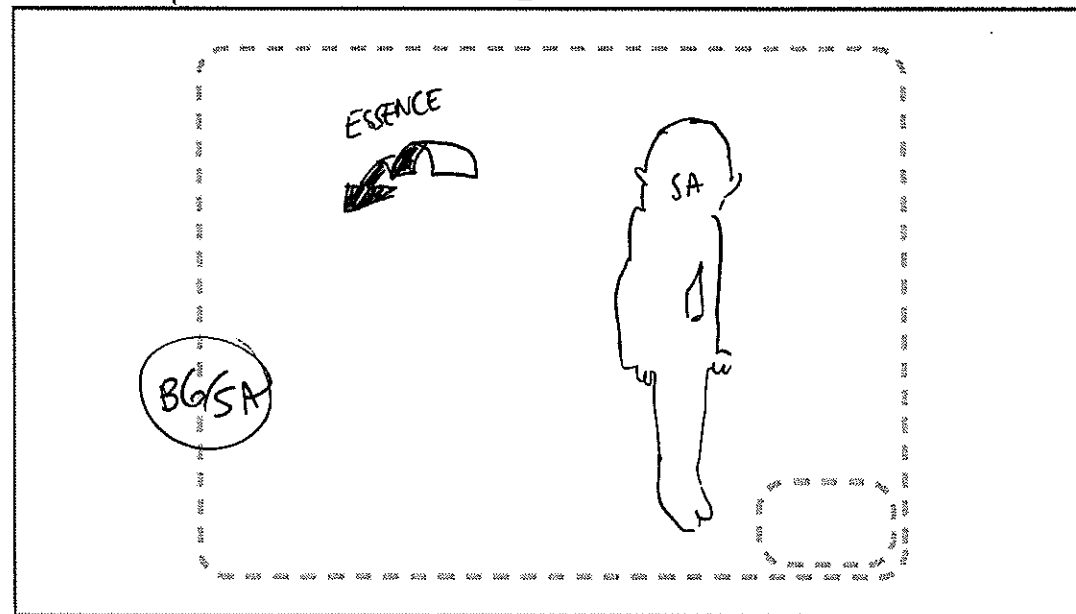


Page 57

Sc. 43 Pnl. B Bg. day night



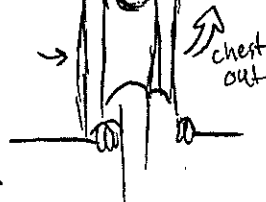
Sc. 43 Pnl. C Bg. day night



Dialog: (M) * BIG INHALE * HOLD * BIG EXHALE *

- BEAT -

Action: - PB and F+J follow Essence.

Timing: 

113

114

EPISODE # 1034-219

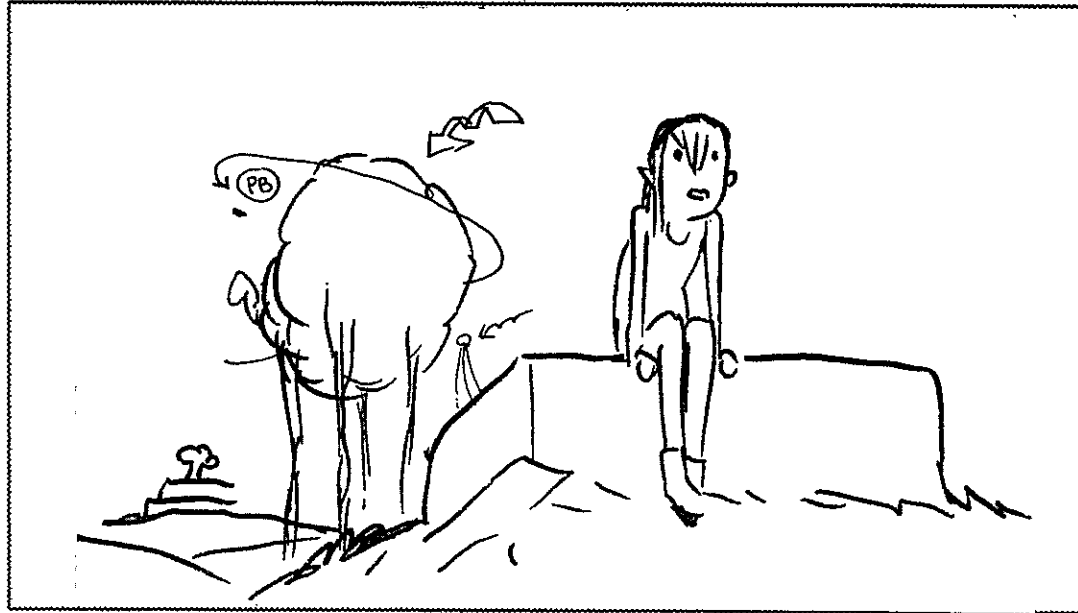
Production :

ADVENTURE TIME

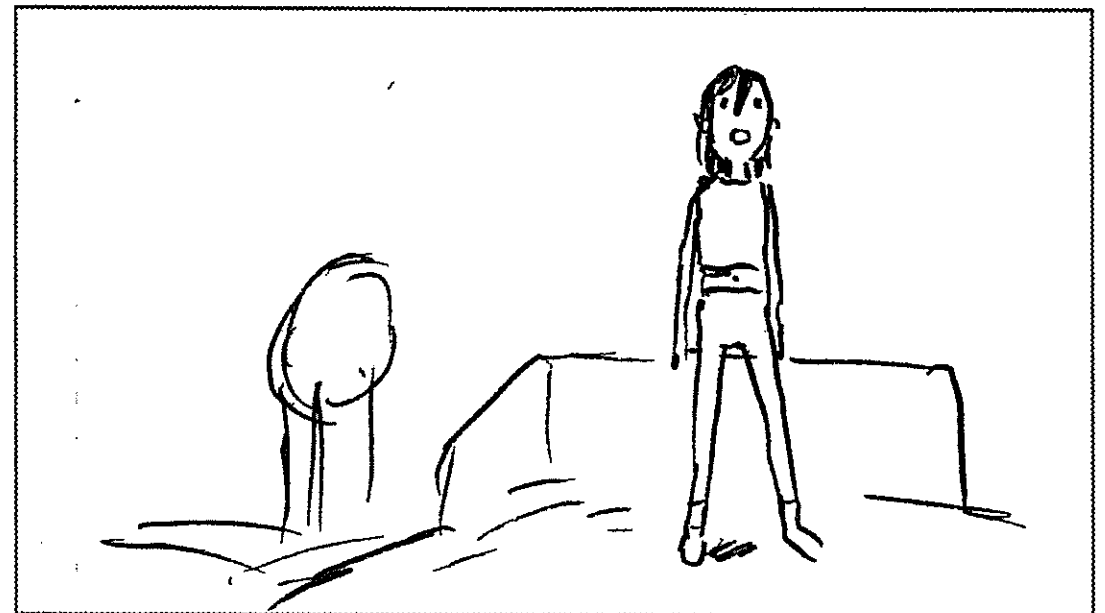


Page 58

Sc. 43 Pnl. D Bg. day night



Sc. 43 Pnl. E Bg. day night



Dialog:

(M) ♪ Smelled something
Bad - ♪
Just a sec
now it's gone - ♪

Action:

Timing:

115

(M) → ♪
was it there
all along? ♪

116

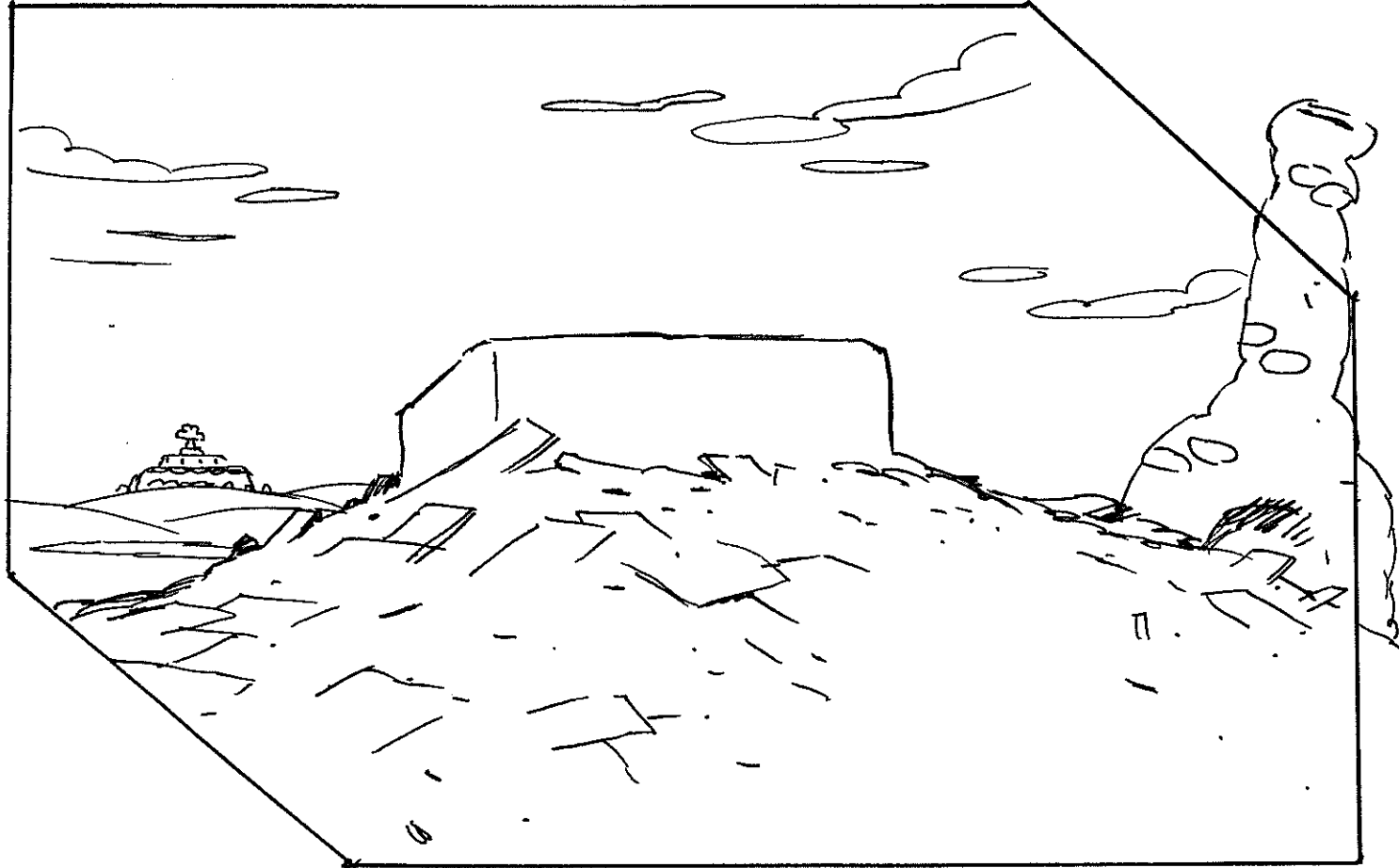
1034-219

EPISODE #

Production :

sc. 43 pml. F (BG)

pg 59



117

118

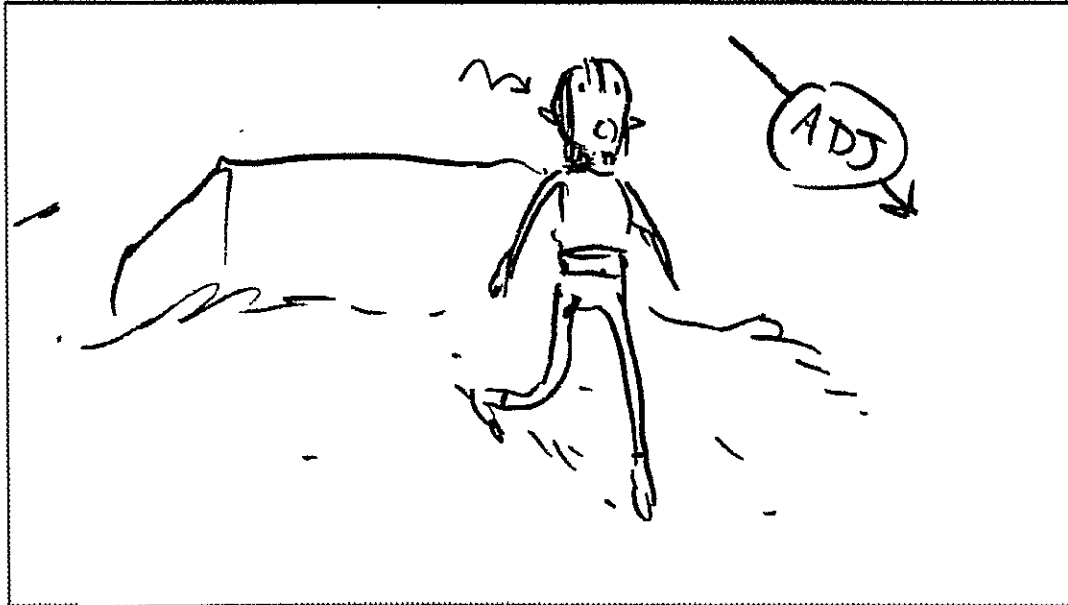
1034-219

ADVENTURE TIME



Page 60

Sc. 43 Pnl. G Bg. day night



Sc. 43 Pnl. H Bg. day night



Dialog:

(M) ♪
smelled like
garbage and
cheese ♪

Action:

-M. WALKS DOWN HILL,

Timing:

119

(M) Was it
just on the
breeze? ♪

120

1034-219

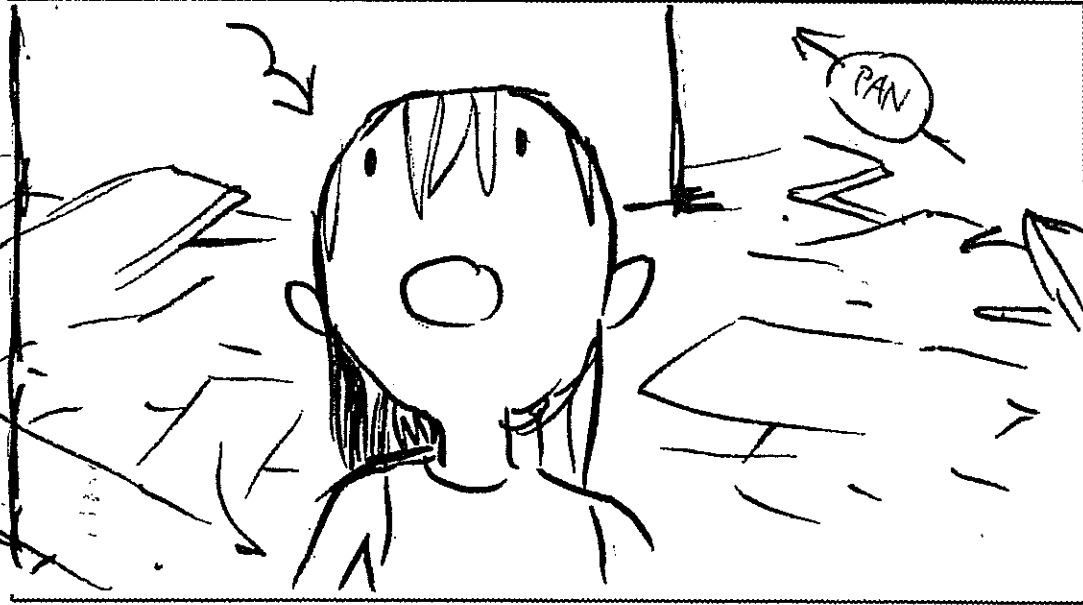
EPISODE #

Production :

ADVENTURE TIME



Sc. 44 Pnl. A Bg. day night



Sc. 44 Pnl. B Bg. day night



Dialog:	(M:) ♪ or was it me?		...
Action:			- Marceline stops walking
Timing:	121		122

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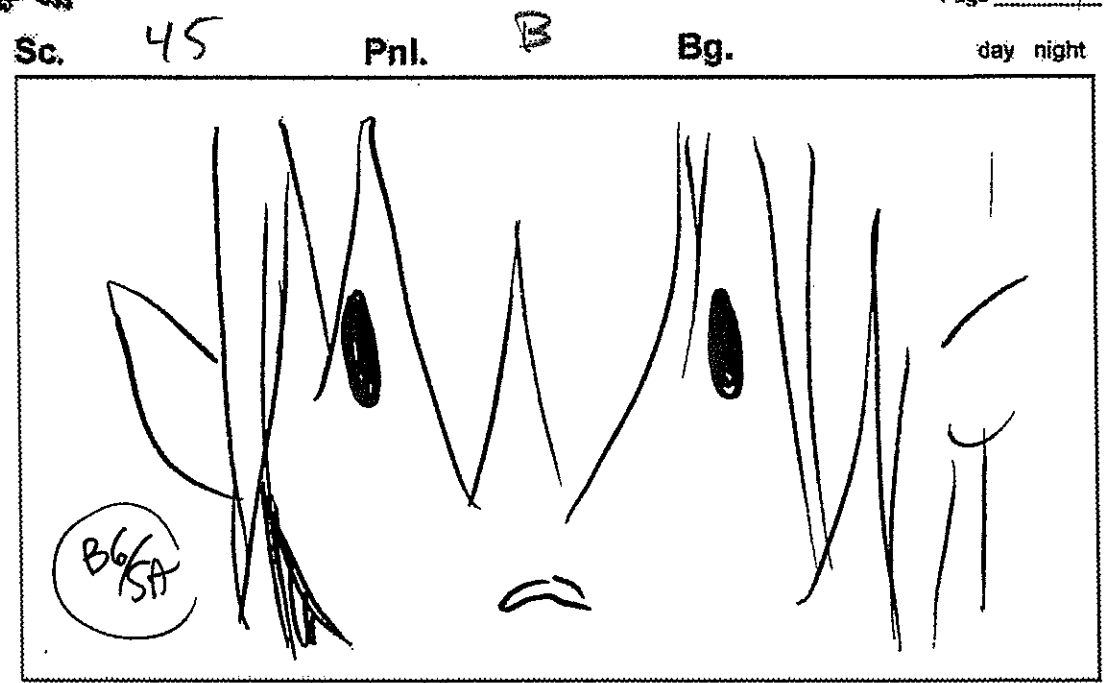
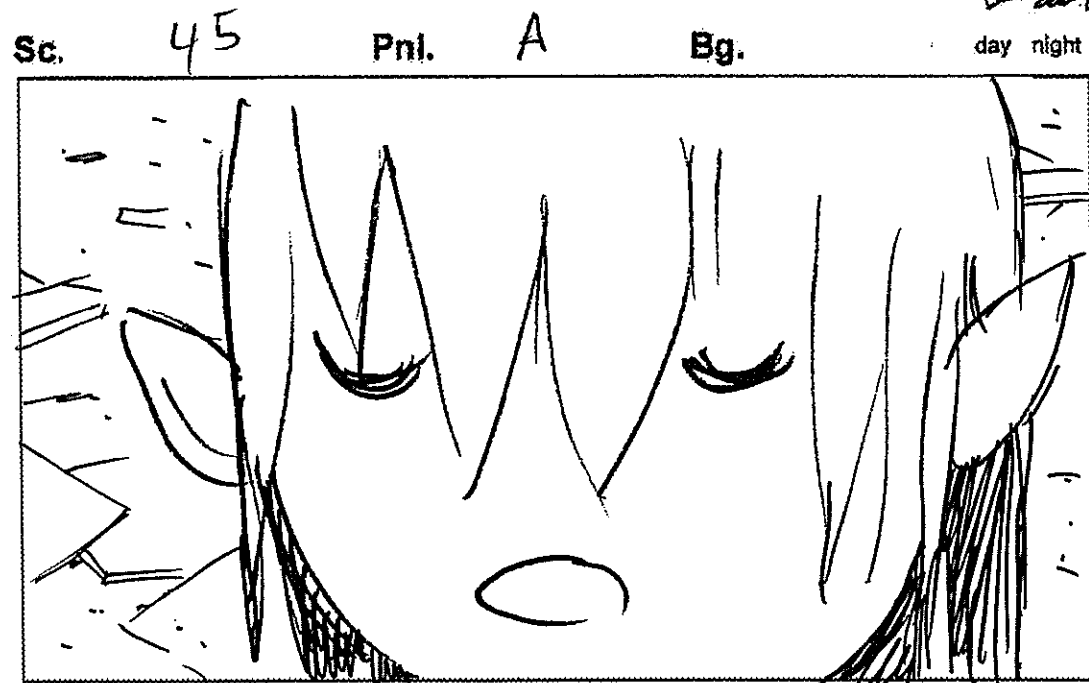
1034-219 EPISODE # Production :

ADVENTURE TIME




62

Page _____




Dialog:

A. (M) was it 
ree-al-i-tee?

Action:
OVER
LAP

Timing:

B. (IK) was it 
ree-al-i-tee?
123



EPISODE # 1034-219

Production :

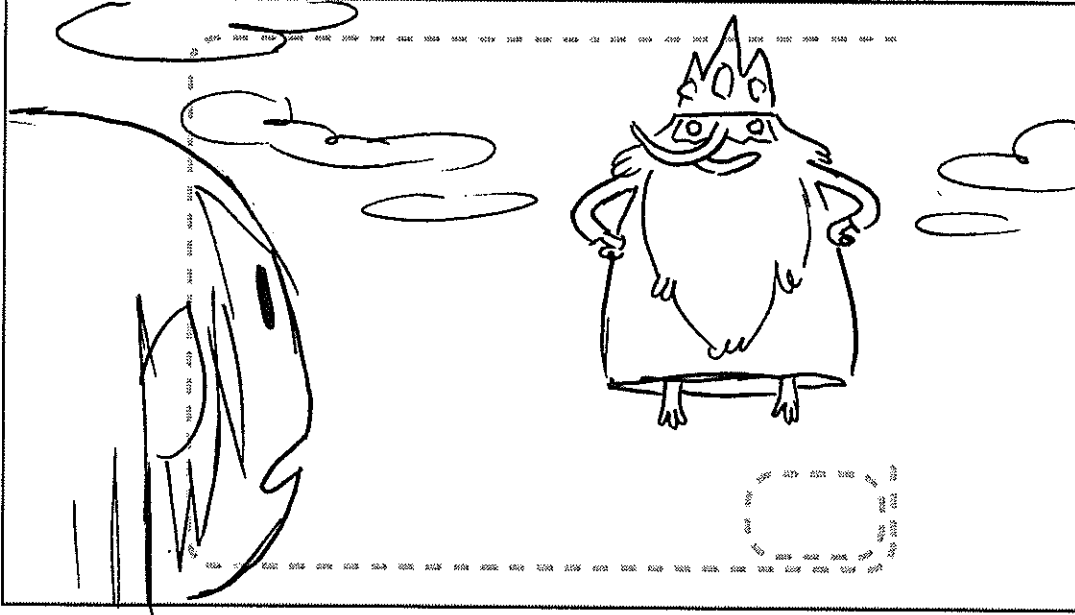
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ADVENTURE TIME

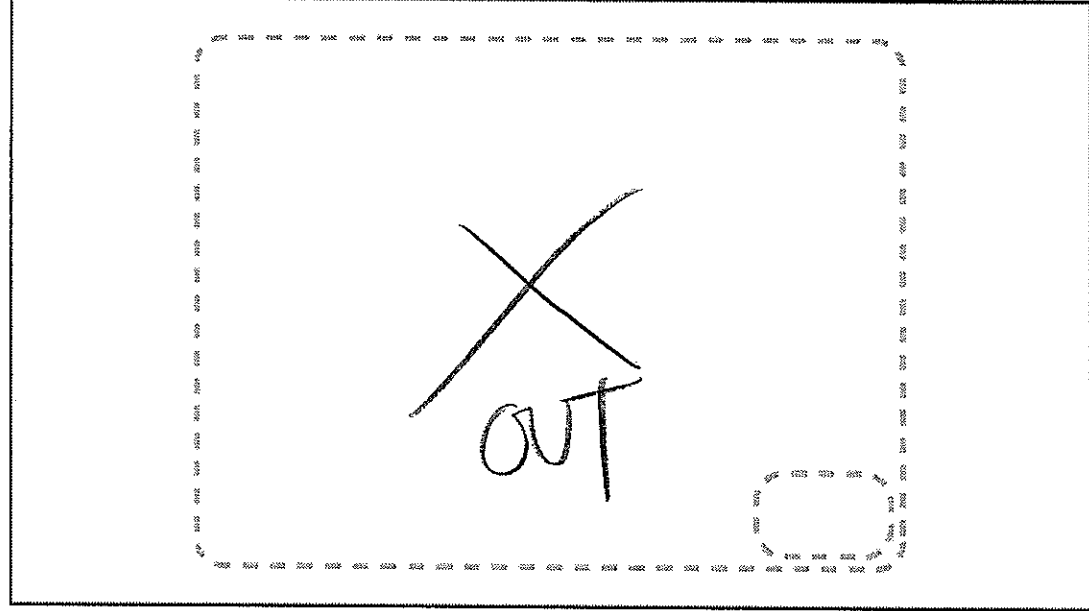


Page 63

Sc. 46 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(IK) (JOLLY) You remembered my song! *chuckle*

Action:

-IK HOVERS IN AIR.

Timing:

125

126

EPISODE # 1034-219

Production :

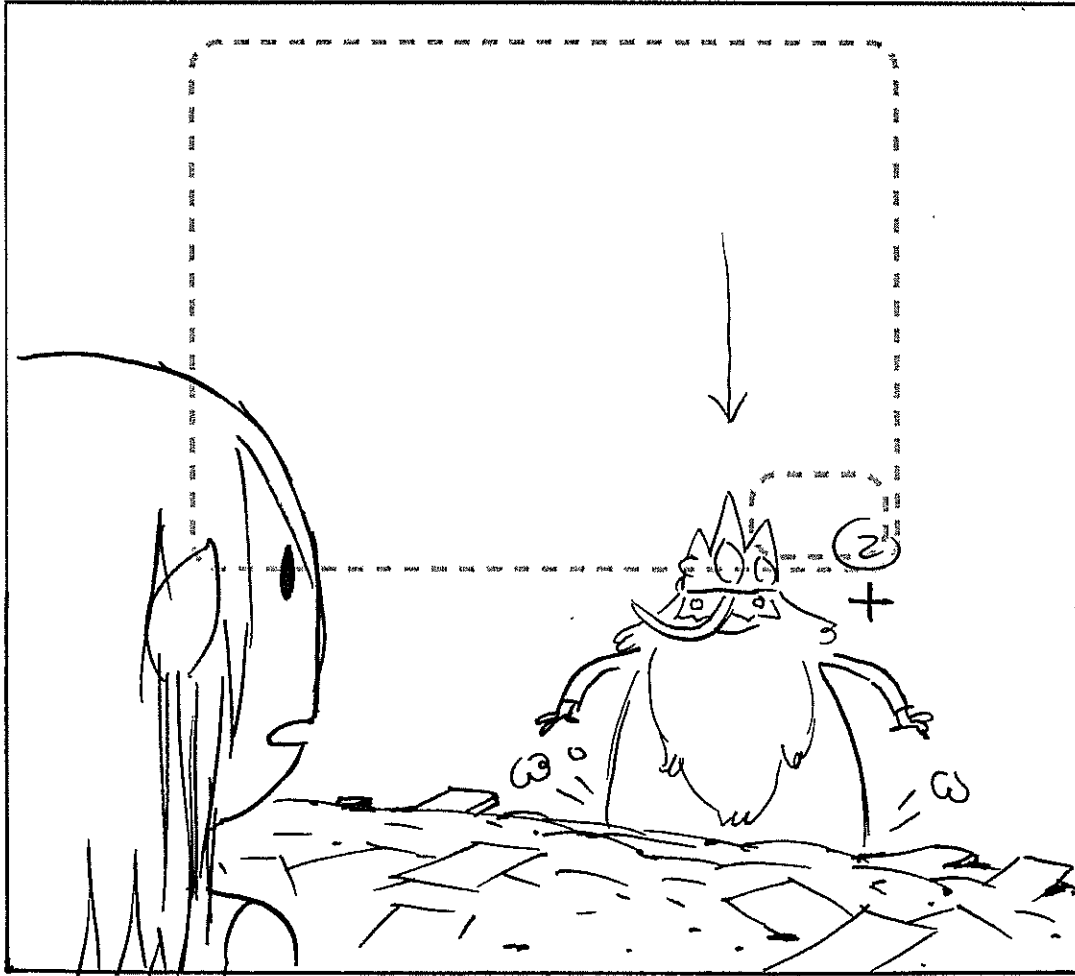
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ADVENTURE TIME



Page 64

Sc. 46 Pnl. B Bg. day night



Dialog:	MARCELINE: Simon? Whu- What are you doing here?
Action:	- Iceking floats down and lands in debris, then walks forward.
Timing:	

127

128

EPISODE # 1034-219 Production :

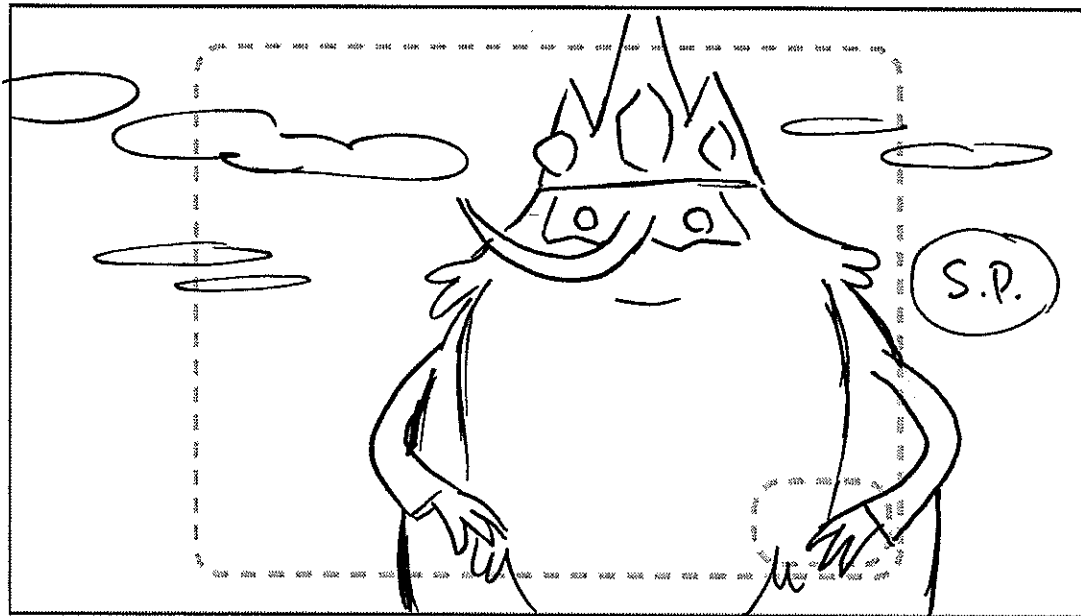
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ADVENTURE TIME

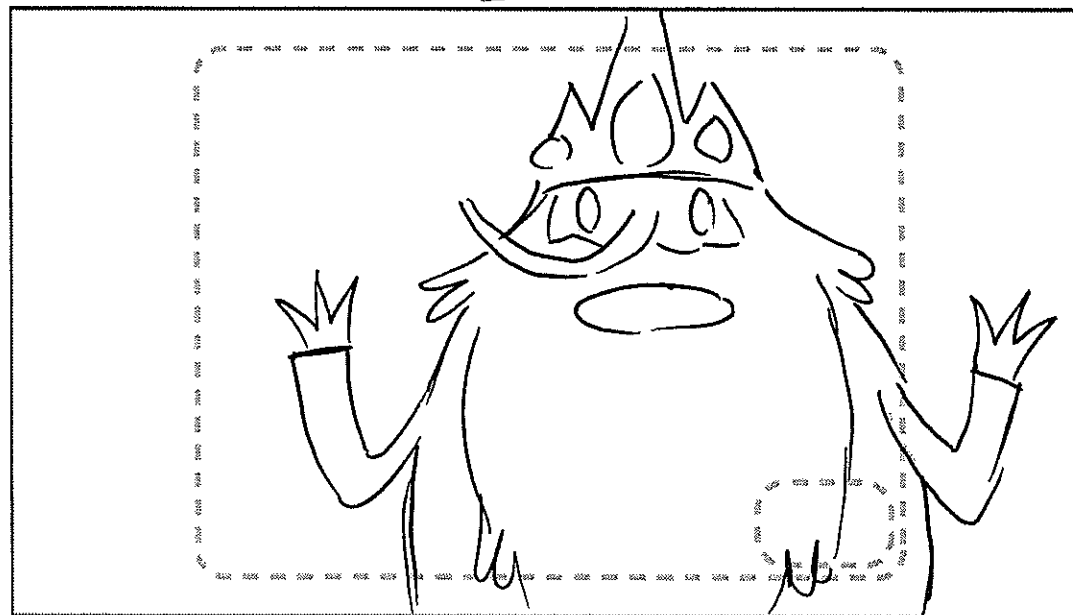


Page 65

Sc. 47 Pnl. A Bg. day night



Sc. 47 Pnl. B Bg. day night



Dialog:	(IK) (like a big ol' gossip queen) <u>WELL,</u>
Action:	
Timing:	
129	130

EPISODE# 1034-219

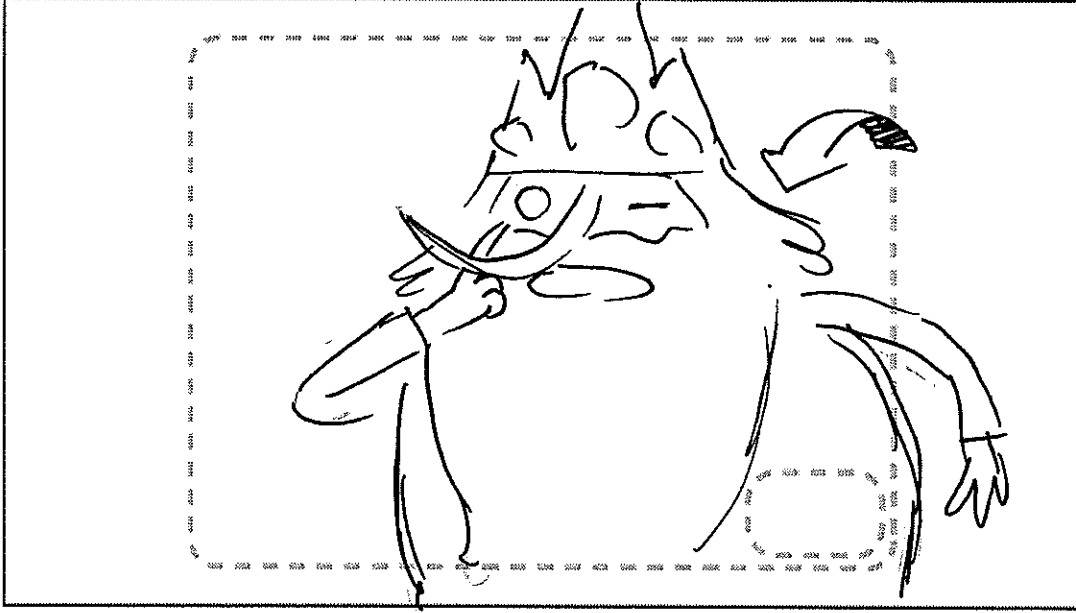
Production :

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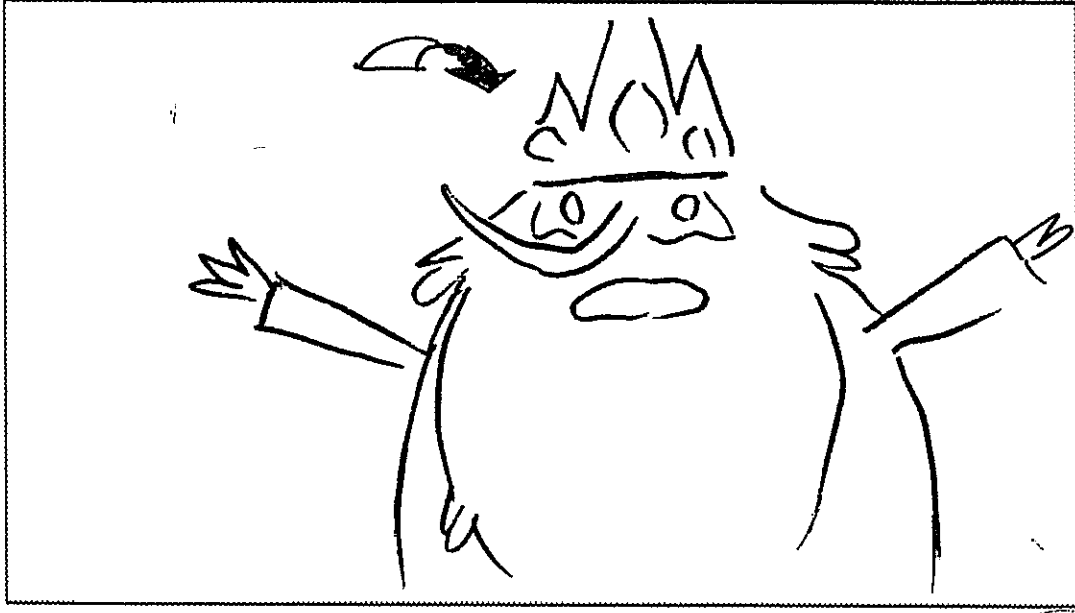
ADVENTURE TIME



Sc. 47 Pnl. C Bg. day night



Sc. 47 Pnl. D Bg. day night



Dialog:	(11K:) I saw through my peeping scope → that everything was going boom and exploding and monsters -
Action:	
Timing:	
131	132

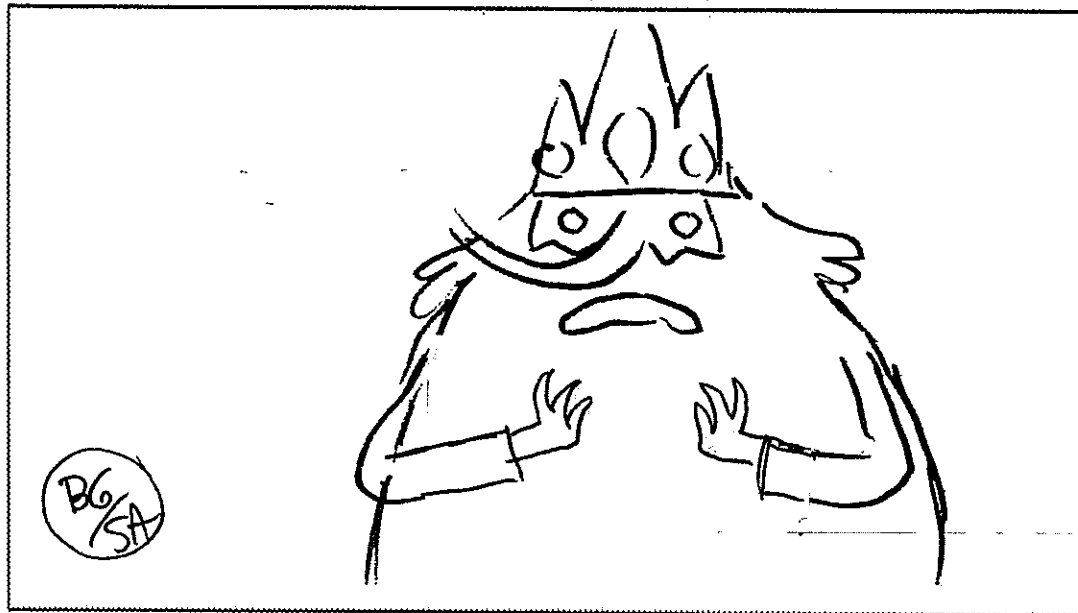
EPISODE # 1034219
Production :

ADVENTURE TIME

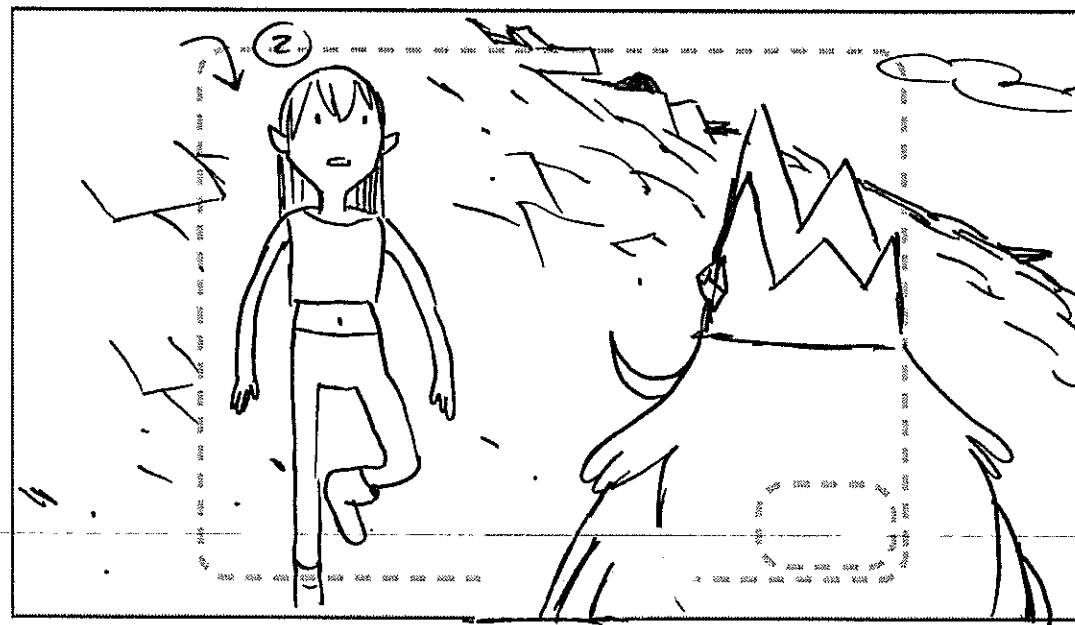


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Sc. 47 Pnl. E Bg. day night



Sc. 48 Pnl. A Bg. day night



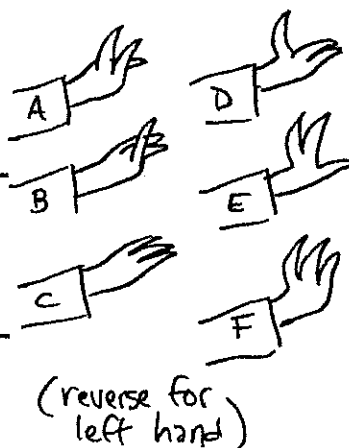
EPISODE # 1034-219

Dialog: (IK:) → and all my friends were in GRAVE danger and HORRIBLE torment...

Action: ICE KING moves his fingers nervously (very fast cycle) FABCDEFABCDEF etc.

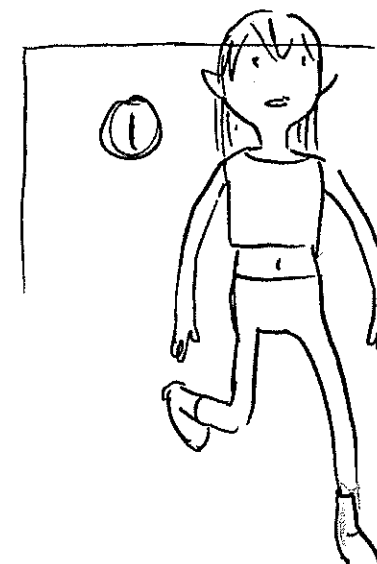
Timing:

133



(M:) And you wanted to help?

- M WALKS TOWARDS IK.



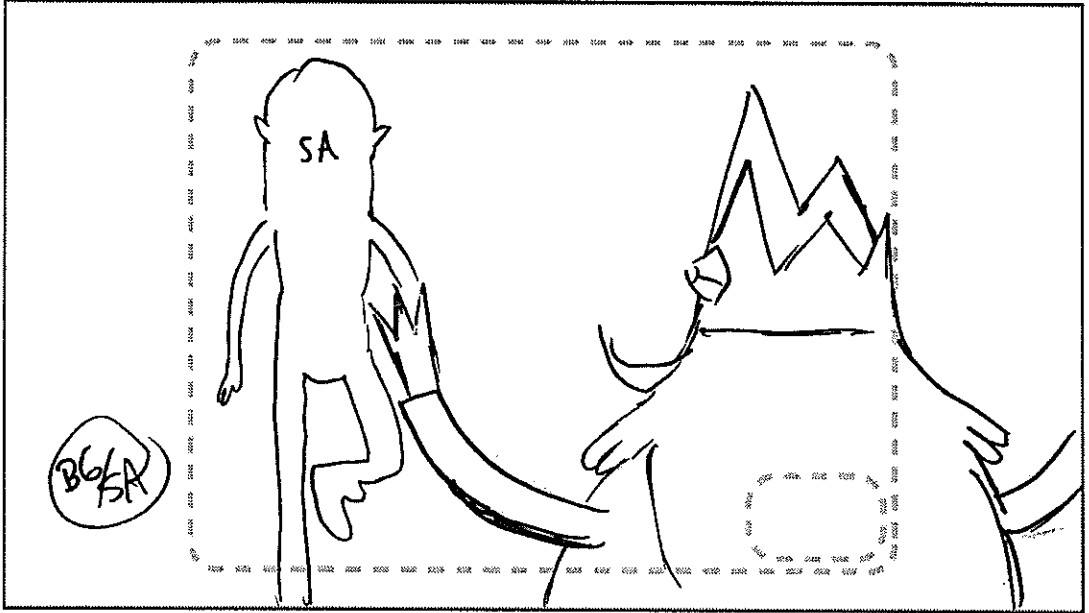
134

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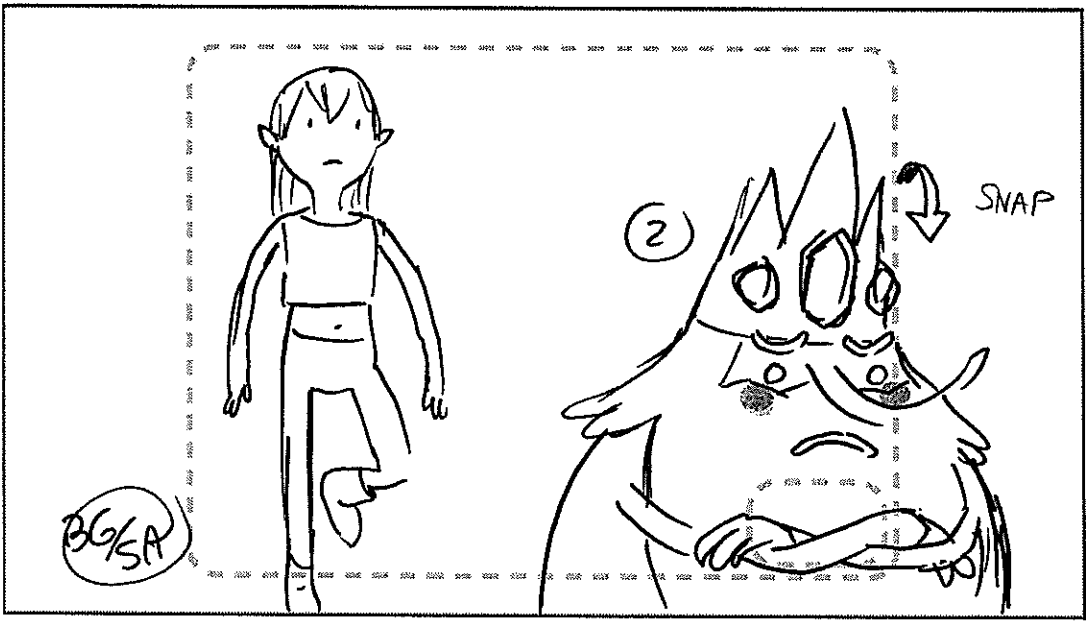
ADVENTURE TIME



Sc. 48 Pnl. B Bg. day night



Sc. 48 Pnl. C Bg. day night



Dialog:

(IK) NO!

Action:

Timing:

135

(IK) ① I felt left-out...
② I'm just a phone call away y'know.



136

EPISODE # 1034-219

Production :

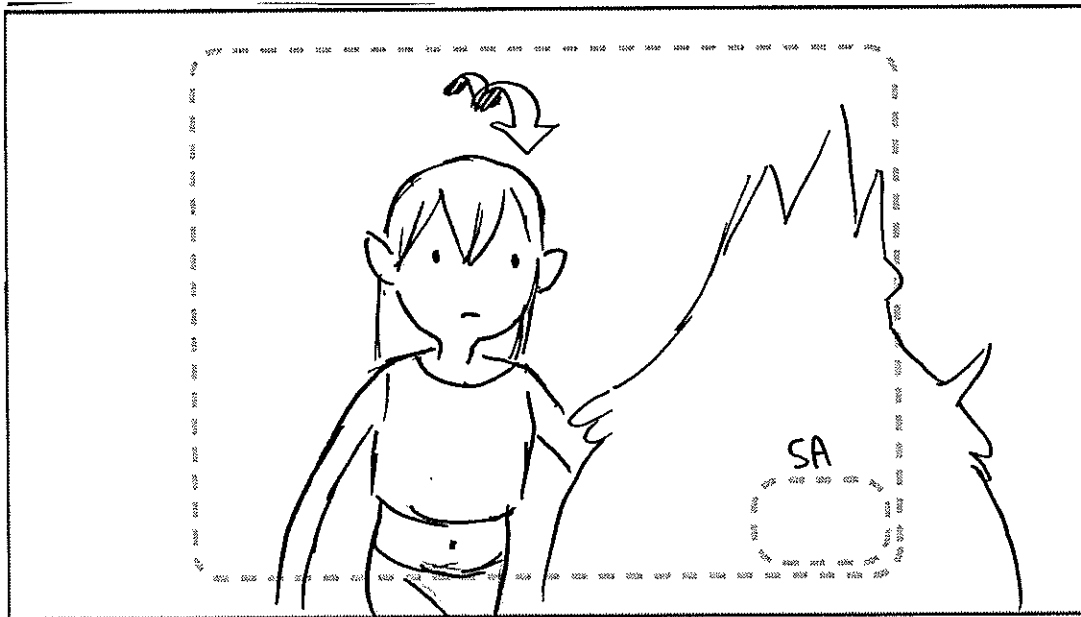
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ADVENTURE TIME

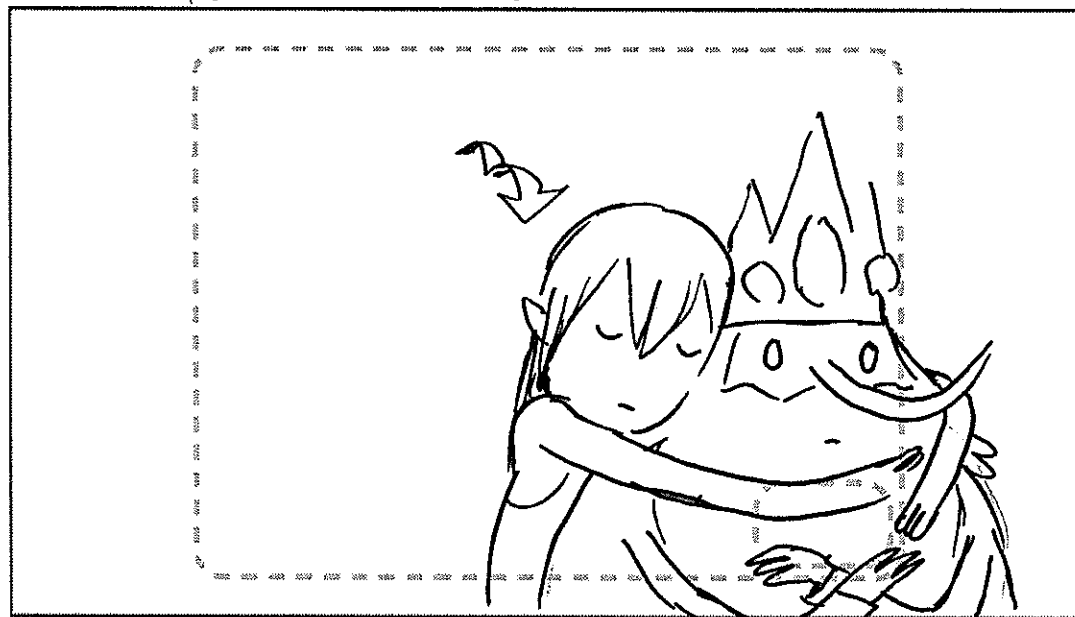


Page 69

Sc. 48 Pnl. D Bg. day night



Sc. 48 Pnl. E Bg. day night



Dialog:

(M:) * affectionate hum *

Action:

- Marceline hugs Ice King.

Timing:

137

138

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 70

Sc. 49 Pnl. A Bg. day night



Sc. 49 Pnl. B Bg. day night



Dialog:

(M:) I'm sorry
Simon ...

Action:

Timing:

139

(M:) Next time
for sure, ..

140

1034-219

EPISODE #

Production :

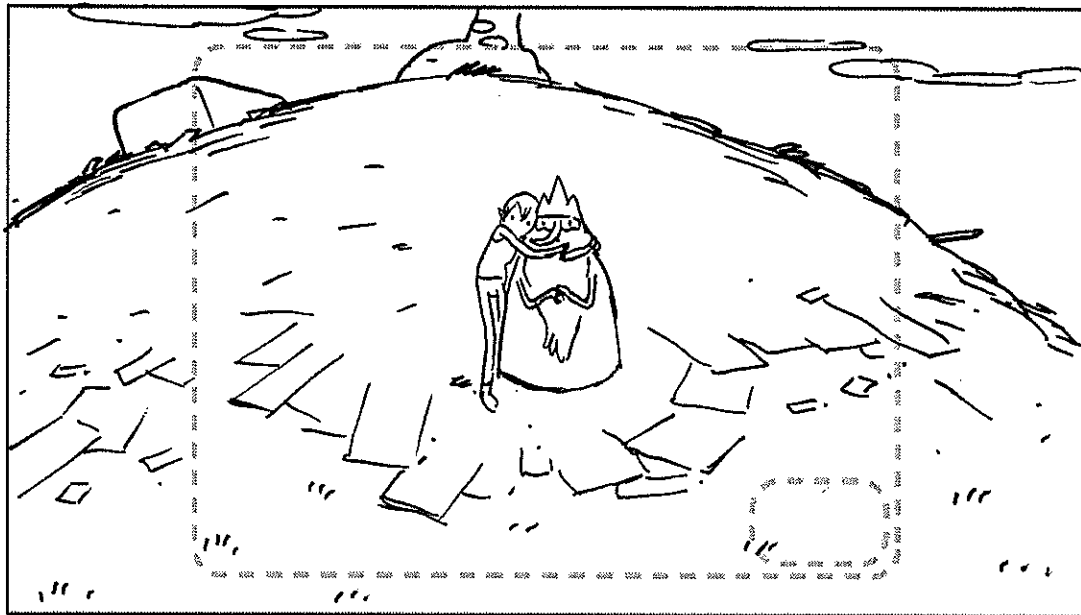
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ADVENTURE TIME

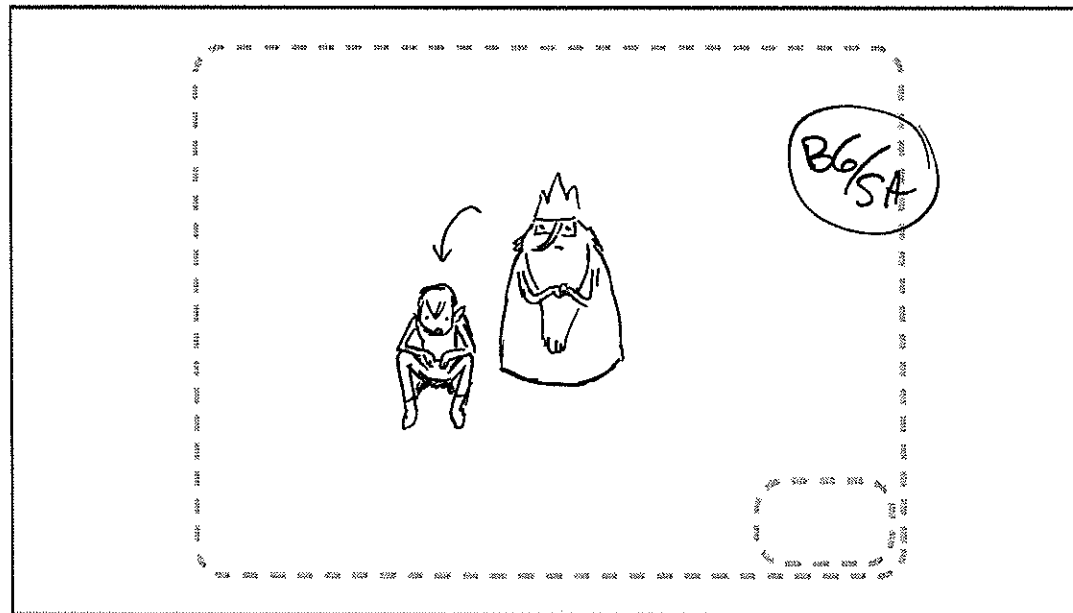


Page 71

Sc. 50 Pnl. A Bg. day night



Sc. 50 Pnl. B Bg. day night



Dialog:

- ① (M) * slow inhale, slow exhale *
② - BEAT -

(M:) Anyway you don't want in on this fight. This one's a loser.

Action:

- Marceline sits, defeatedly

Timing:

141

142

EPISODE # 1034-219

Production :

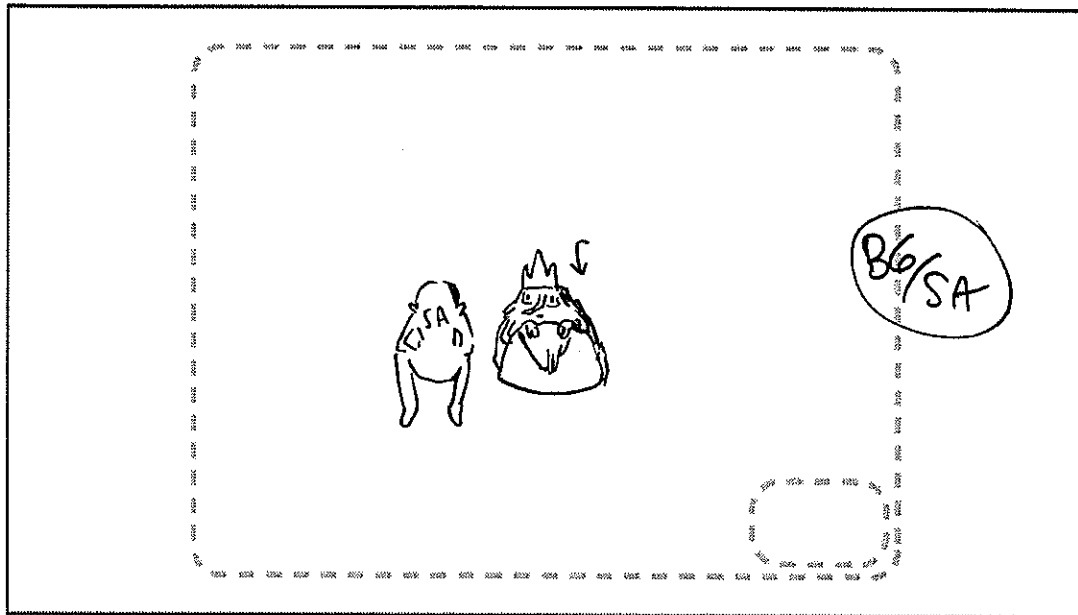
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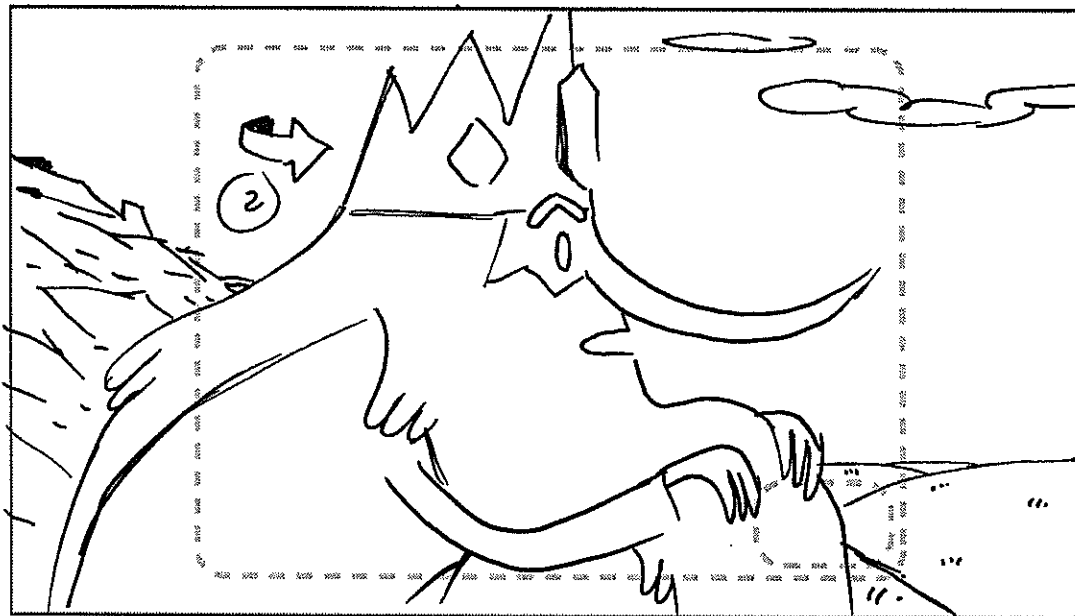


Page 72

Sc. 50 Pnl. C Bg. day night



Sc. 51 Pnl. A Bg. day night



Dialog:

(IK) Oh... I see -

Action:

Timing:

143

(IK) sittin' this one
out huh?

maybe
speak then
turn ??
- Tom



144

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 73

Sc. 52 Pnl. A Bg. _____ day night



Sc. 52 Pnl. B Bg. _____ day night



Dialog:

(M) Yeah I guess -

Action:

Timing:

(M) And don't try to talk me out of it.

145

146

EPISODE # 1034-219

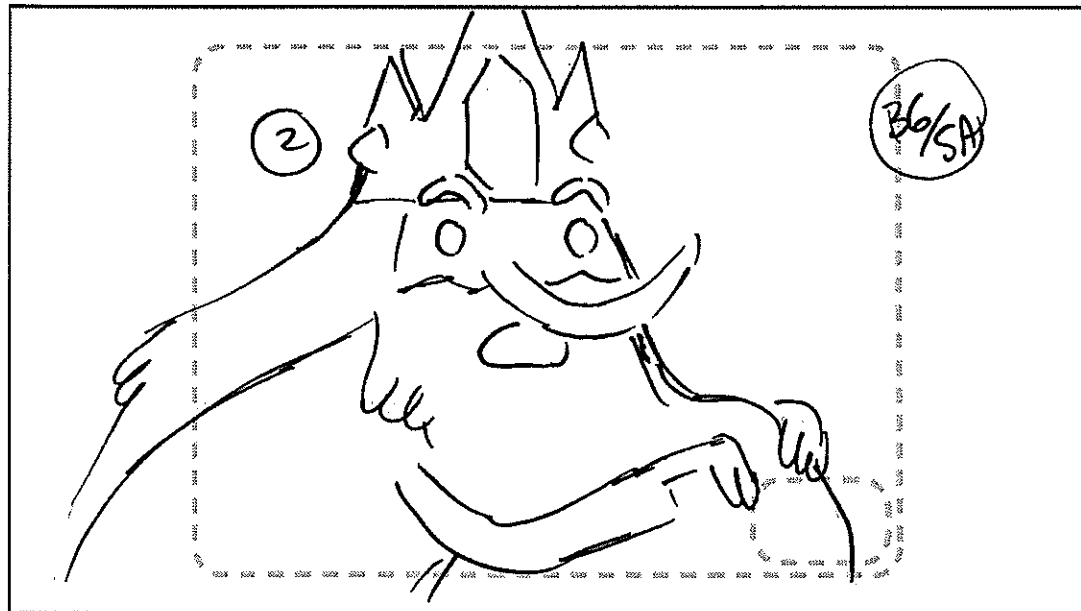
Production :

ADVENTURE TIME



Page 74

Sc. 53 Pnl. A Bg. day night



Sc. 53 Pnl. B Bg. day night



Dialog: (1K) (2) What - no no - (3) I'm right there with ya -

(1K:) You & me - we're SURVIVORS, right -

-1K SHAKES FIST.



147

148

EPISODE # 1034-219

Production :

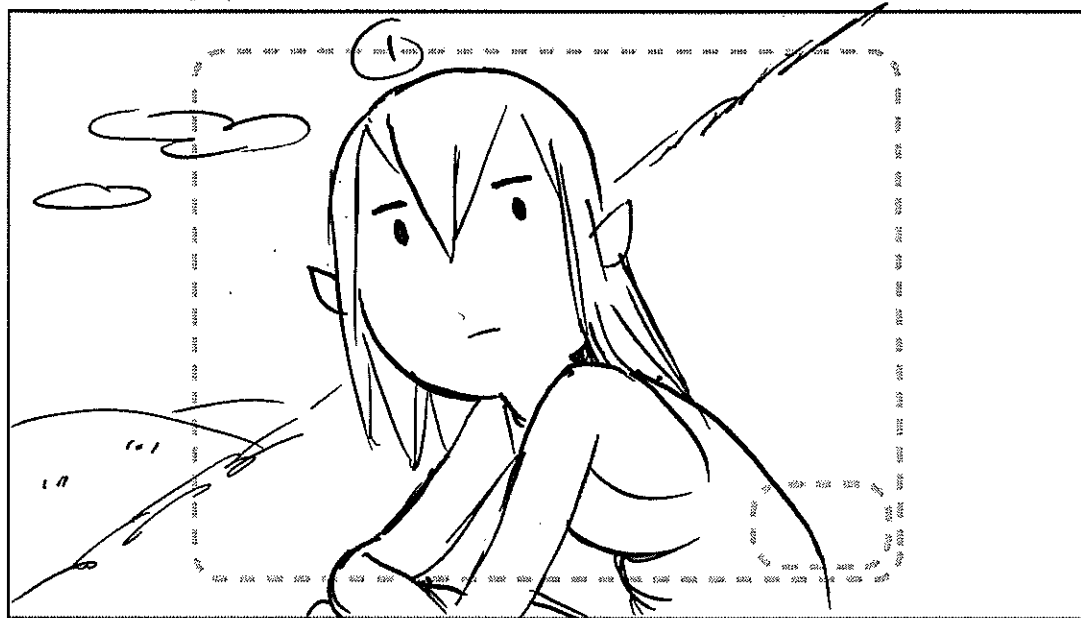
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ADVENTURE TIME

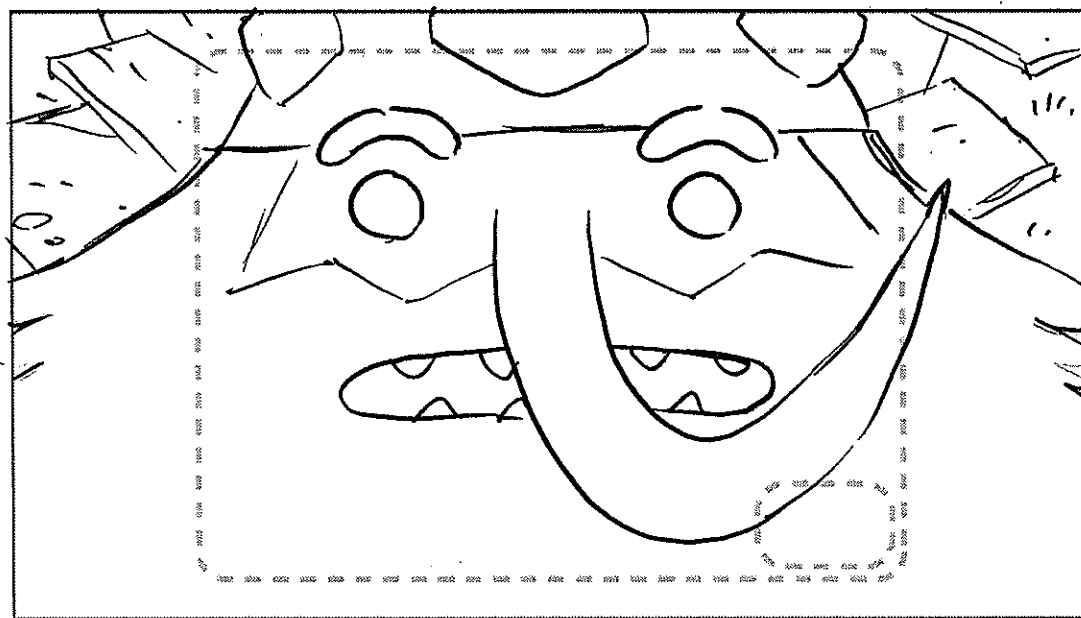


Page 75

Sc. 54 Pnl. A Bg. day night



Sc. 55 Pnl. A Bg. day night



Dialog: (1K) (OS) like... cockroaches,
or rats -

(1K): Sure you could fight & try
to save the day -

Action:

Timing:



150

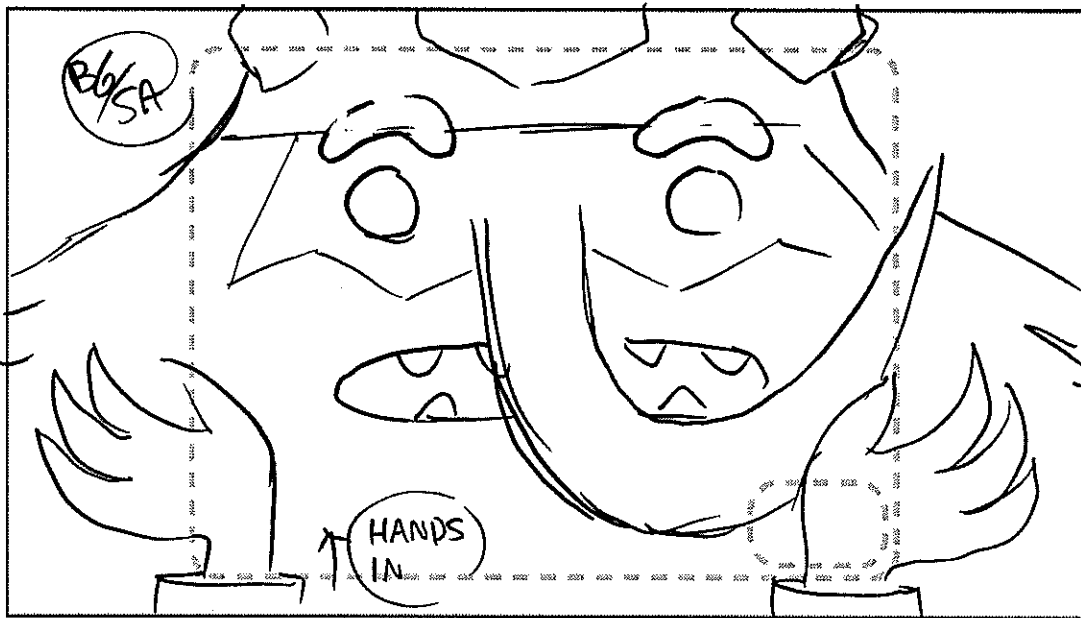
EPISODE # 1034-219

Production :

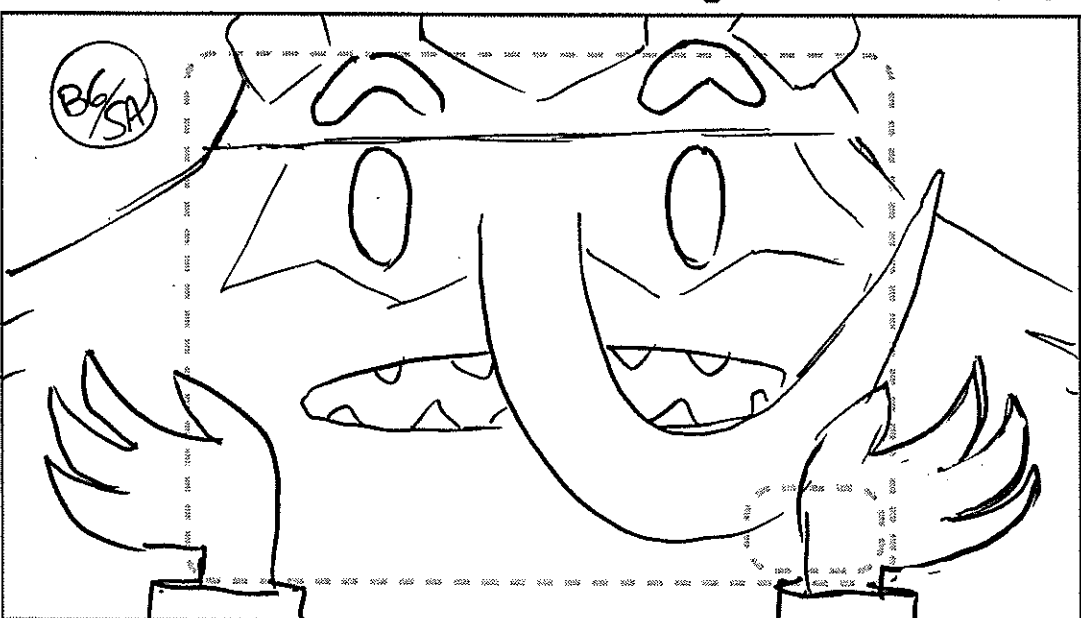
ADVENTURE TIME



Sc. 55 Pnl. B Bg. day night



Sc. 55 Pnl. C Bg. day night



Dialog:	(IK:) But what if you lose !? Then what !? —	(IK:) <u>you could die</u> .
Action:		
Timing:	151	152

EPISODE # 1034-219

Production :

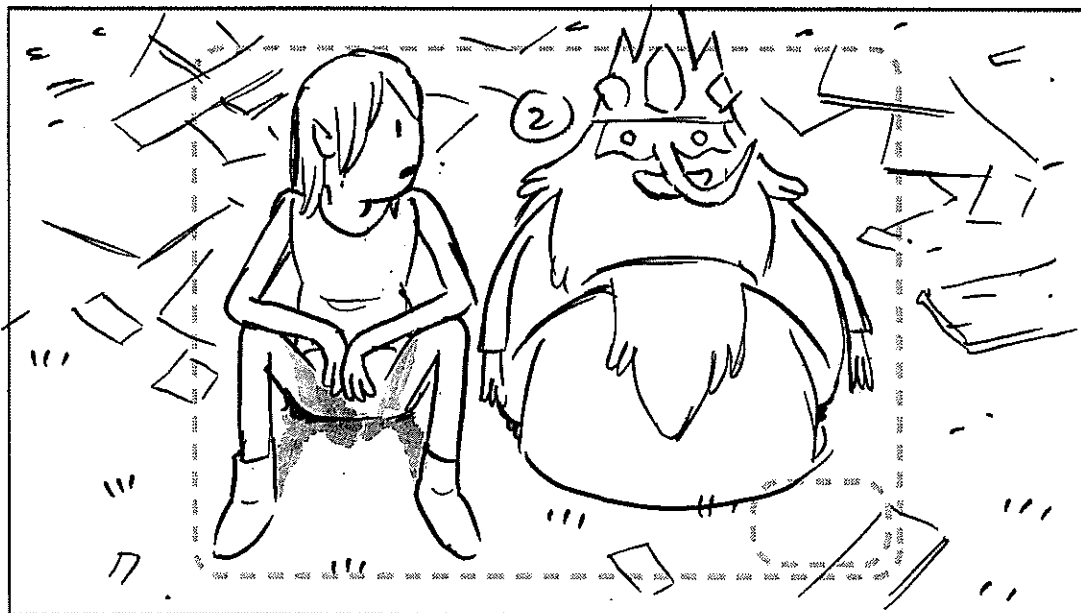
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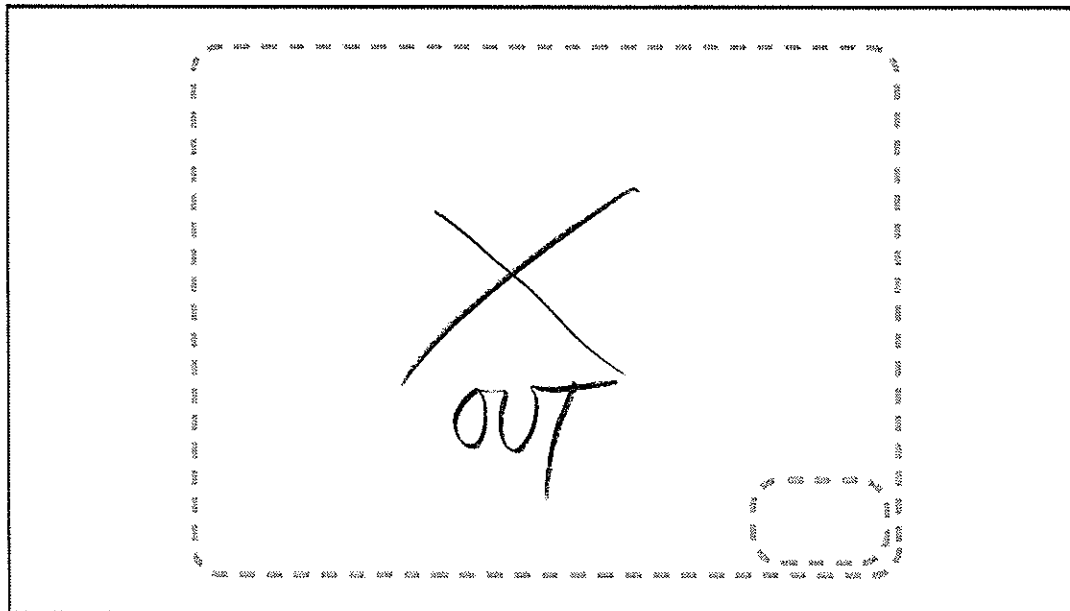


Page 77

Sc. 56 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (1K) Better to run
& hide like a
rat, —

Action:

Timing:

153



Blank storyboard panel for panel 154.

154

1034-219

EPISODE #

Production :

ADVENTURE TIME

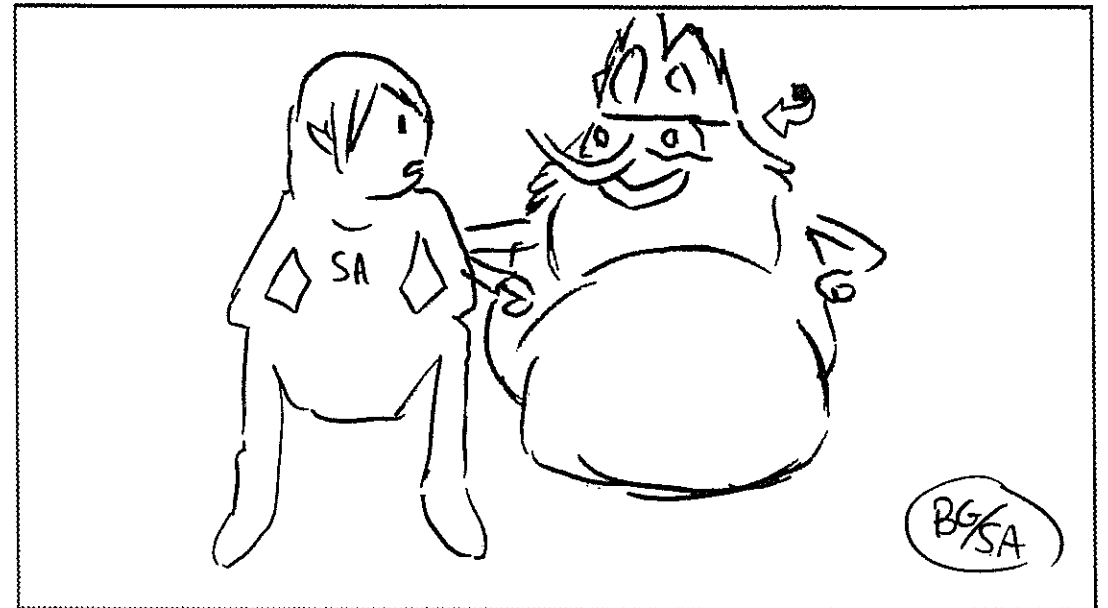


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Sc. 56 Pnl. B Bg. day night



Sc. 56 Pnl. C Bg. day night



Dialog:	(1K) → let the Finns & Bubblegums of the world sort it out -*hahaha*	(1K) Right Buddy!?
Action:		
Timing:	155	156

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1034-219

EPISODE #

Production :

ADVENTURE TIME



Page 79

Sc. 56 Pnl. D Bg. day night



Sc. 56 Pnl. E Bg. day night



Dialog:

(1K) Ahhhh...

(M) ugh -

Action: - Ice King hugs Marceline



- Marceline, repulsed, pushes Ice King away.

Timing:

157

158

Page 80

A black and white line drawing of a young woman with long hair and bangs, looking down with a sad or angry expression. She is wearing a simple top. The background is sketchy, with a circled number '2' in the upper left corner.

(M) Did...you just
call me a
cockroach,
Simon?

159

+

①

(1K) wh- ⁽²⁾no -
no no no no no >...
no. ↗

160

EPISODE# 1034-219

Production :

ADVENTURE TIME

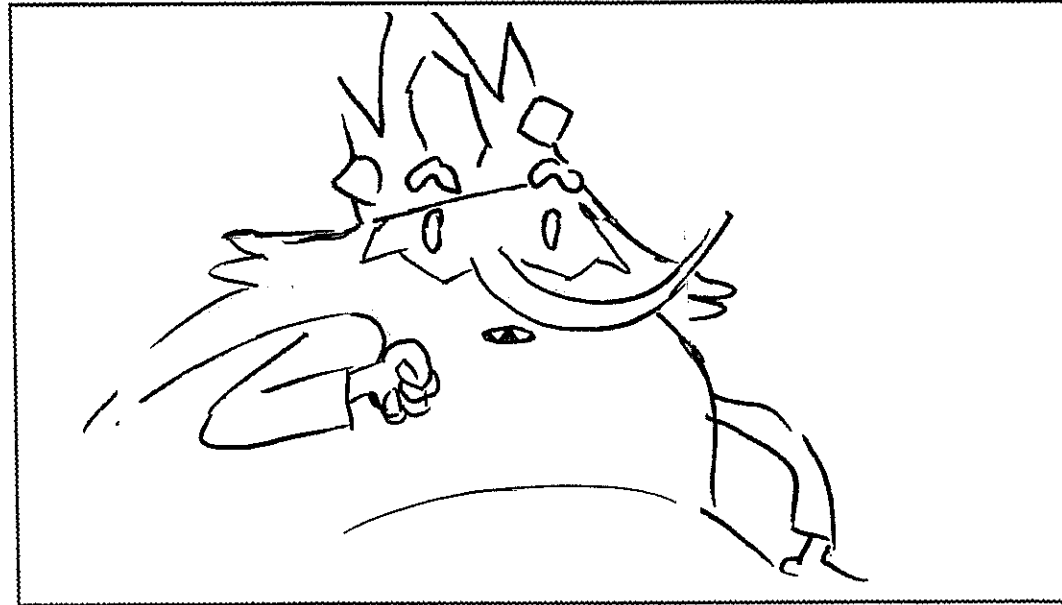


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Sc. 59 Pnl. A Bg. day night



Sc. 60 Pnl. A Bg. day night



Dialog:	(M) thanks Buddy	(IK:) yes.
Action:		
Timing:	161	162



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ADVENTURE TIME



Page 82

Sc.	Pnl.	Bg.	day	night
<p>FADE TO BLACK? or WIPE? ... something</p>				

Sc.	Pnl.	Bg.	day	night
<p>OUT</p>				

Dialog:
Action:
Timing: 163

164

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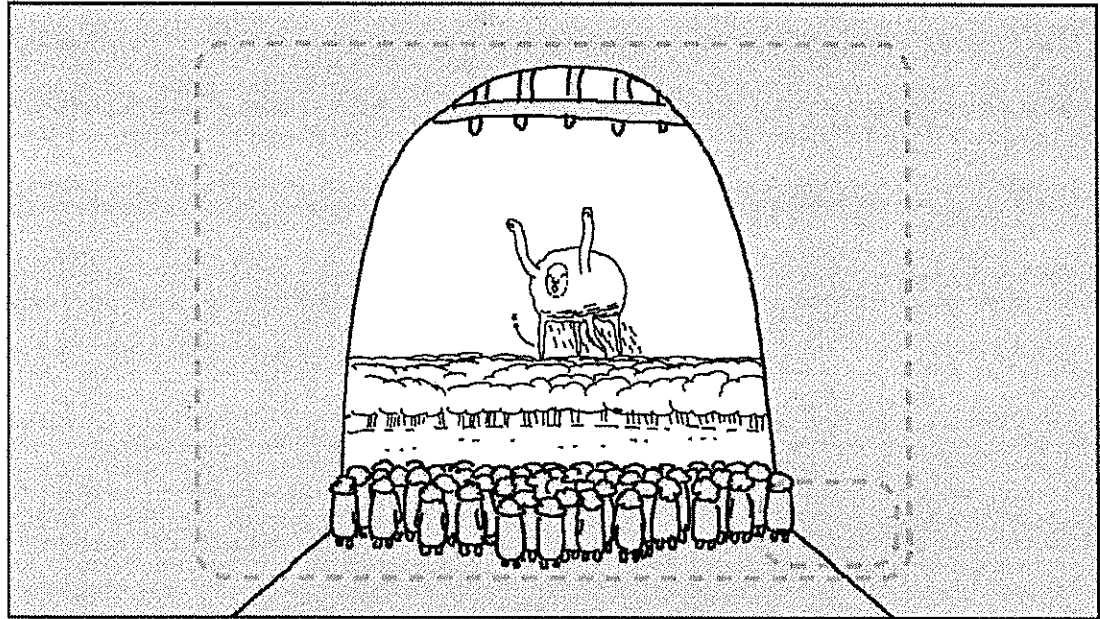


Sc. 61

Pnl. A

Bg.

day night

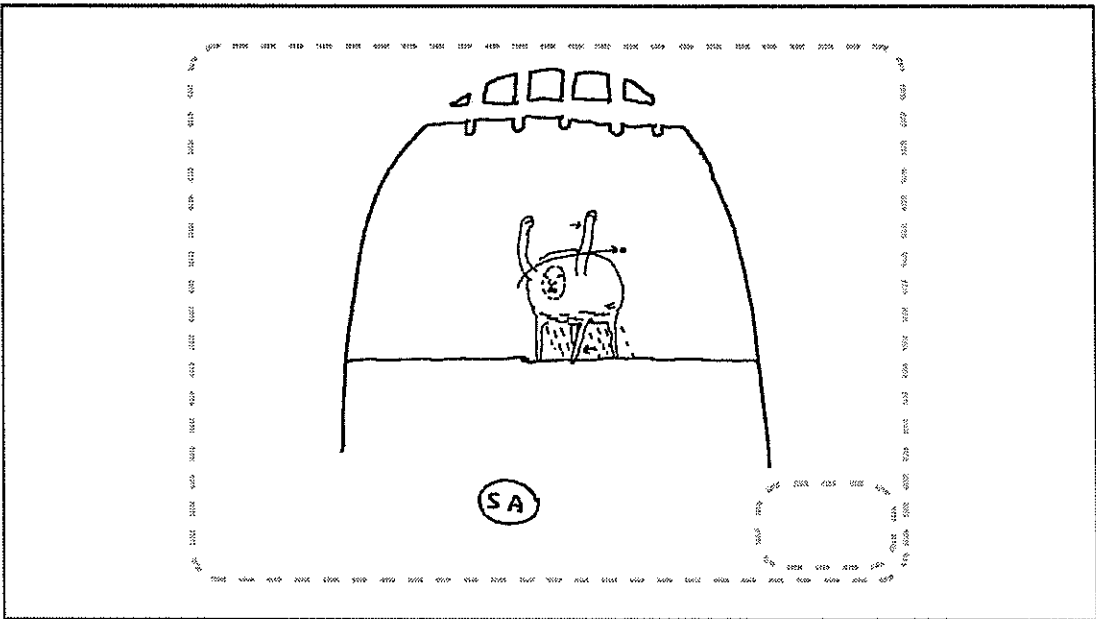


Sc. 61

Pnl. B

Bg.

day night



Dialog:

(SFX) (BATTLE NOISES IN THE DISTANCE)

Action:

- B. GUARDS CLUSTERED IN GATEWAY.

Timing:

165

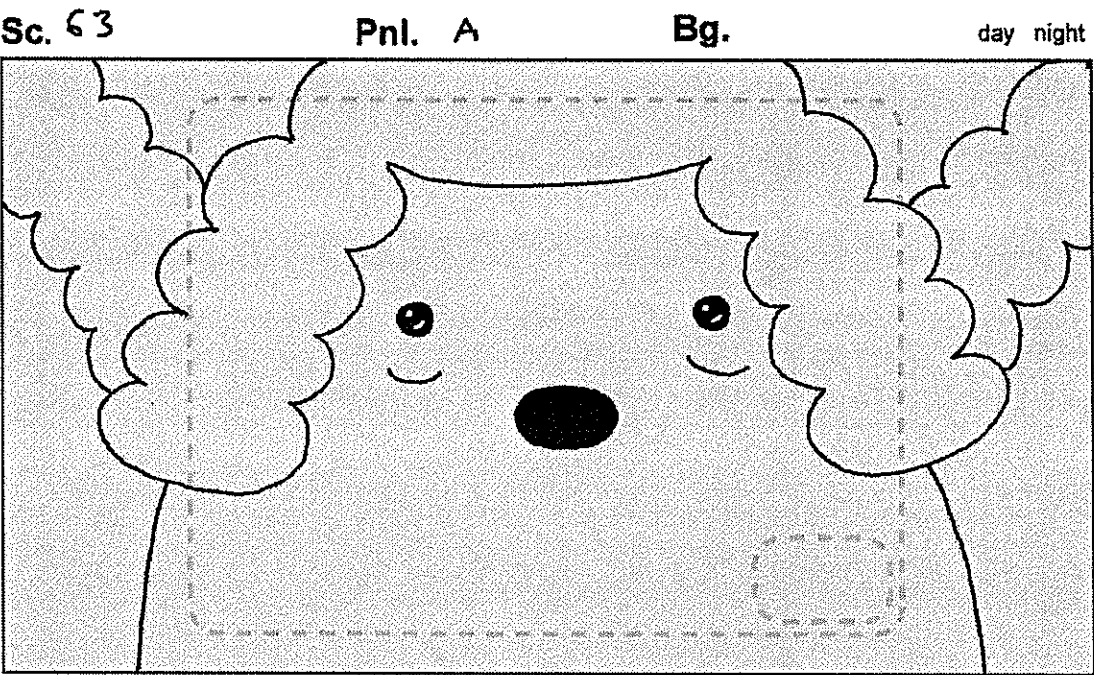
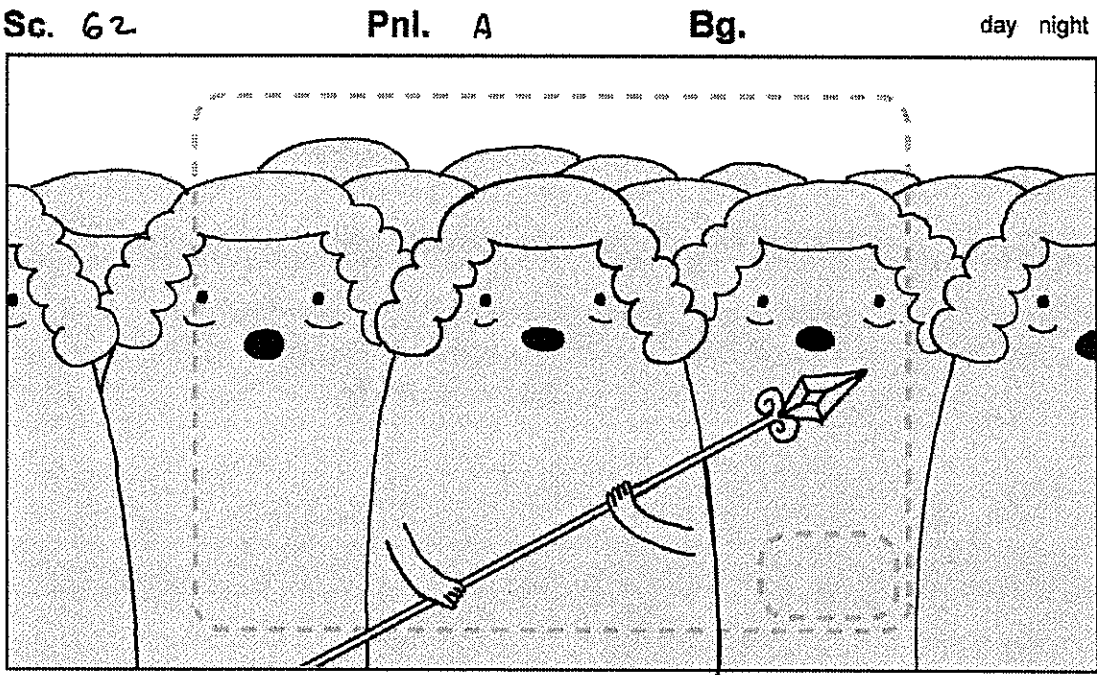
166

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ADVENTURE TIME



Dialog:
Action:
Timing:

167

168

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ADVENTURE TIME



Sc. 63

Pnl. C

Bg.

day night

Sc. 63

Pnl. D

Bg.

day night

Dialog:

Ⓟ WBL WBWBBWWLB!

Action:

B (BCBCBCBCBCBCBCBCBCBCBC A) C

Timing:

169 170

EPISODE # 1034-219

Production :

ADVENTURE TIME

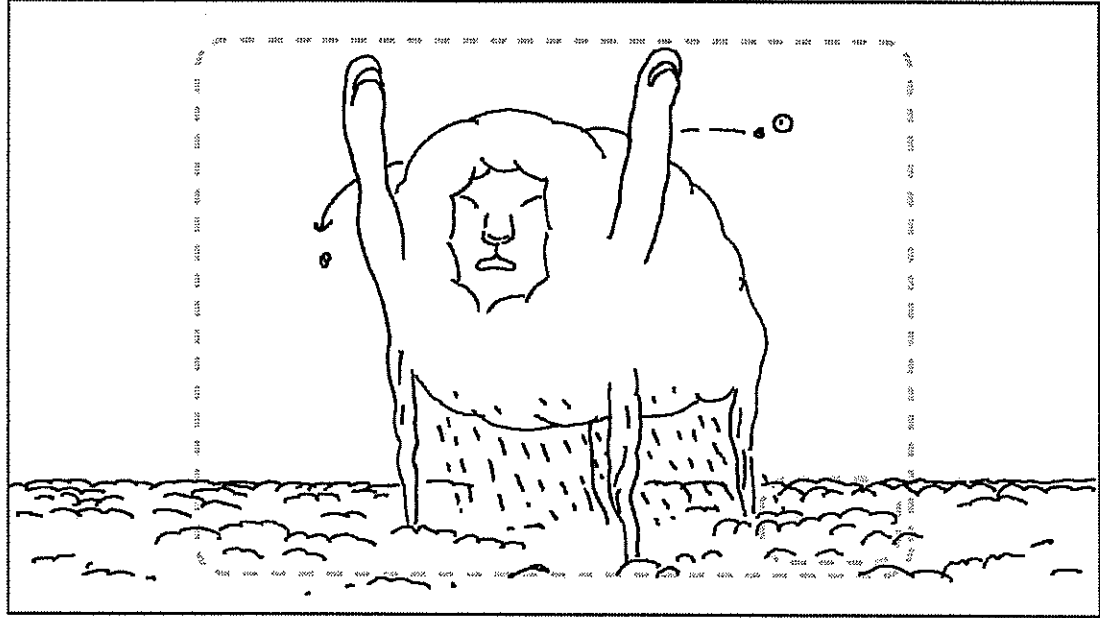


Sc. 64

Pnl. A

Bg.

day night

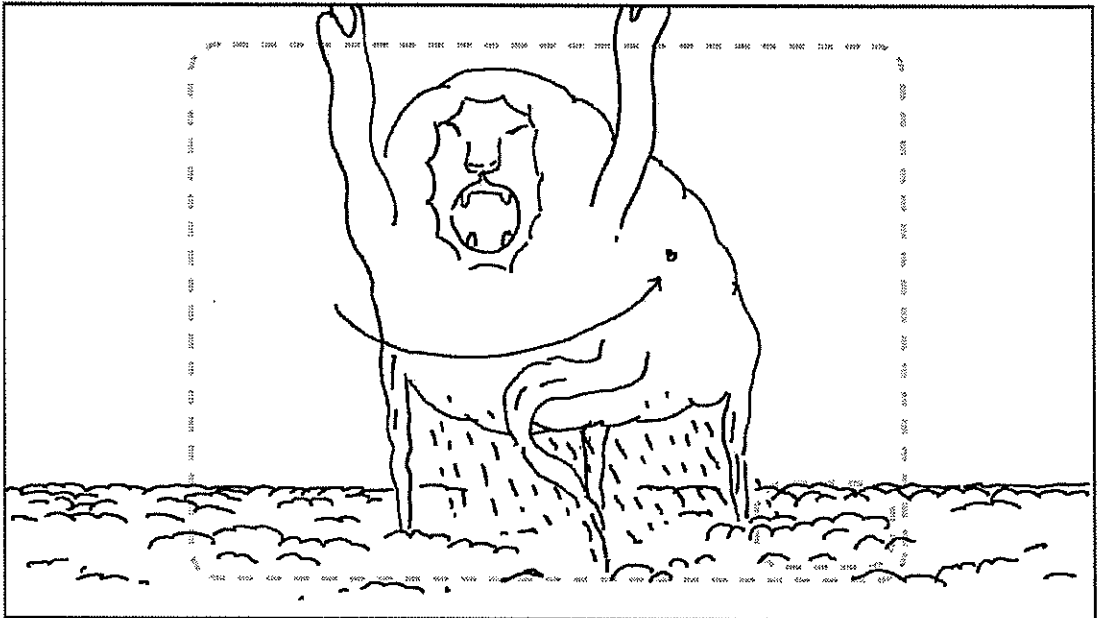


Sc. 64

Pnl. B

Bg.

day night



Dialog:

(VE) ROARS

Action:

- PB FLYING & FIGHTING

Timing:

171

172

EPISODE # 1034-219

Production :

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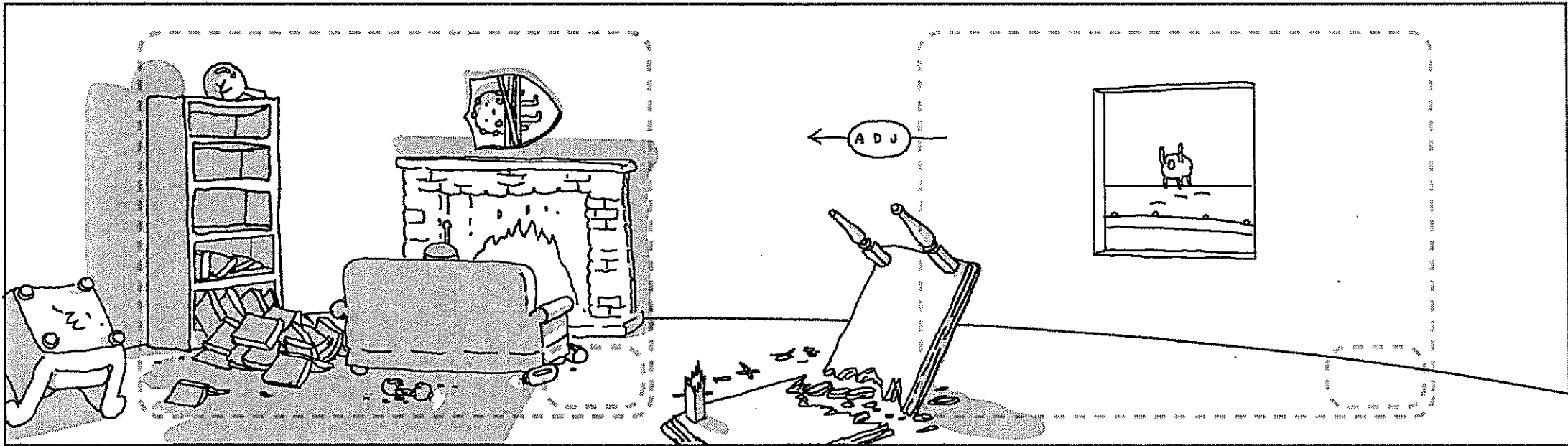


Sc. 65

Pnl. A

Bg.

day night



Dialog:

STOP

Action:

- VIEW THROUGH TOWER WINDOW

- PAN TO KOO, ROOM IS WRECKED.

Timing:

173

174

1034-219

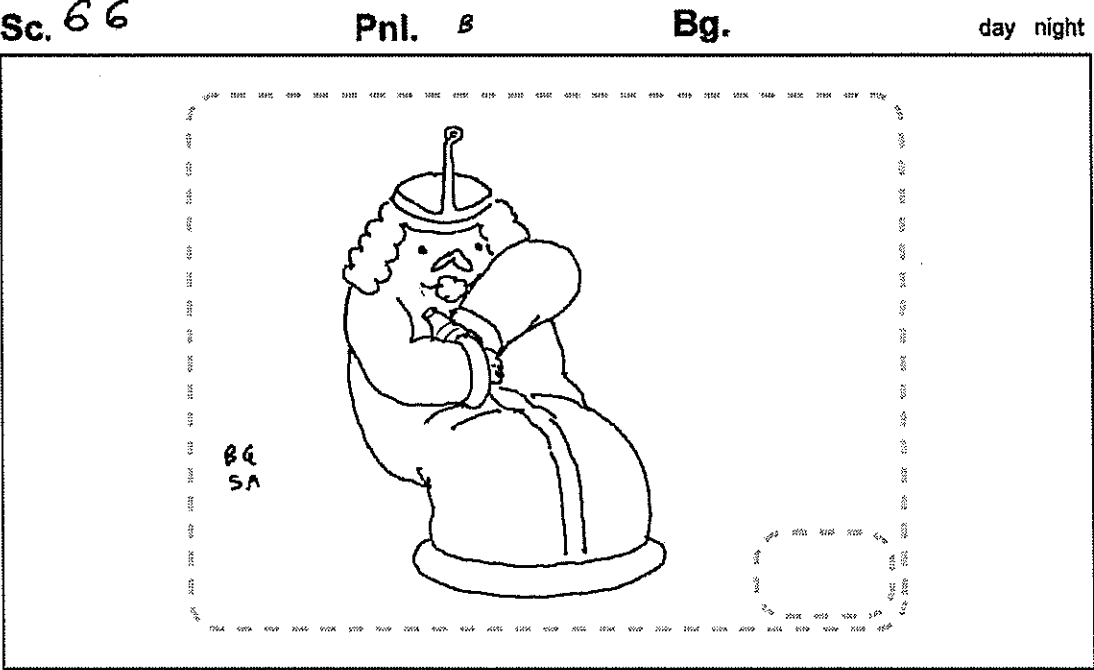
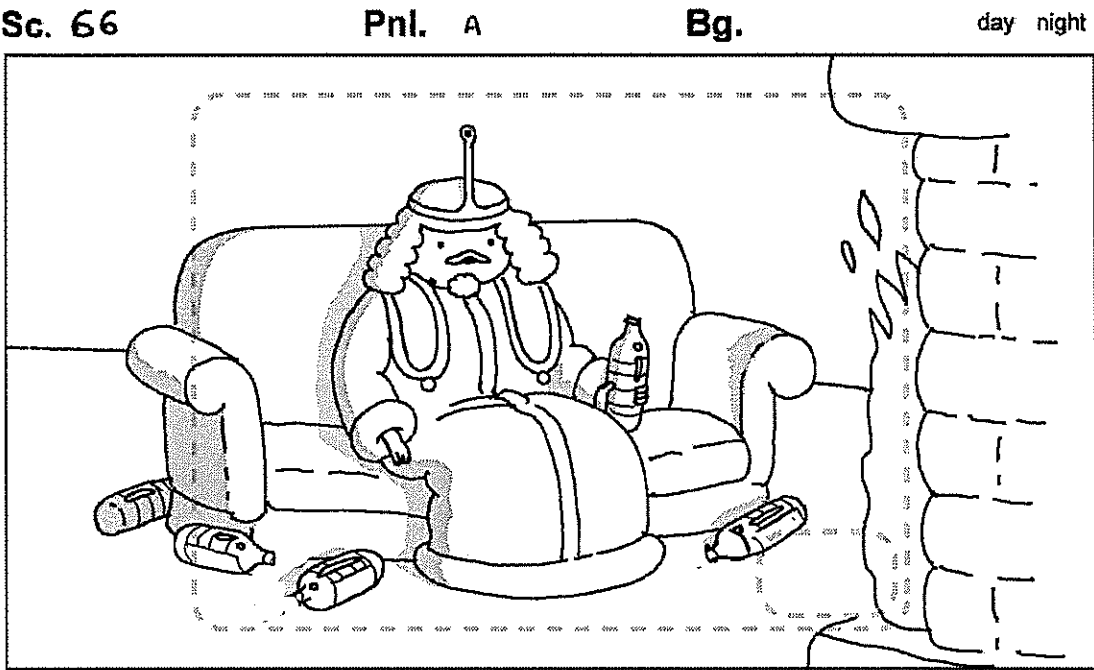
EPISODE #

START

Production :

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ADVENTURE TIME



Dialog:	<p>(Koo) THIS IS NICE . GETTIN' A LITTLE WARM FOR ROYAL FINERIES, THOUGH.</p>
Action:	<p>- KOO SURROUNDED BY WATER BOTTLES.</p>
Timing:	<p>175 176</p>

EPISODE # 1034-219
Production :

ADVENTURE TIME

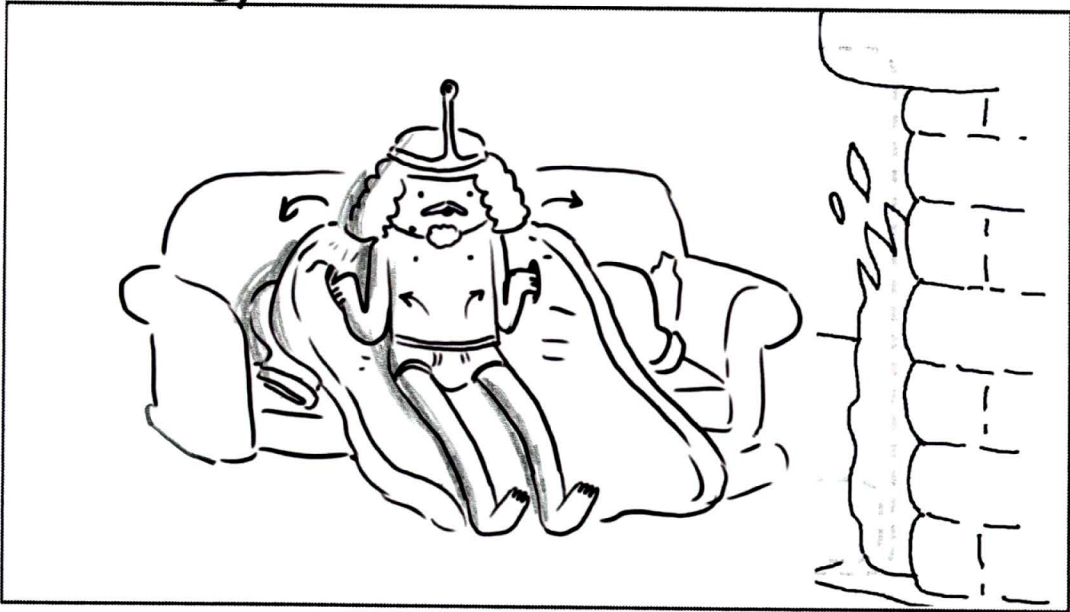


Page 89

Sc. 66 CONT Pnl. C

Bg.

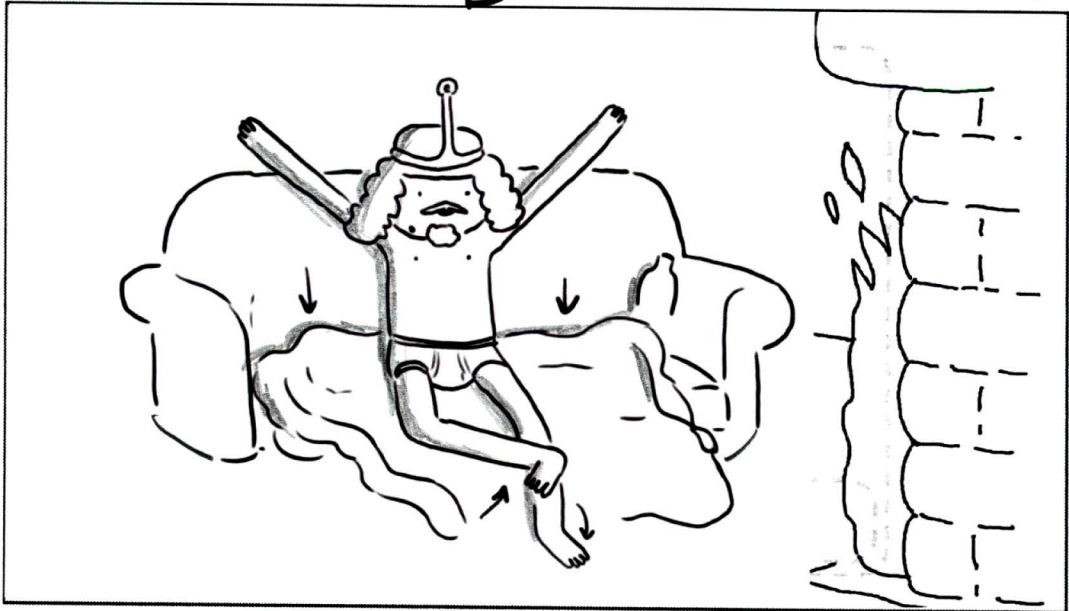
day night



Sc. 66 CONT Pnl. D

Bg.

day night



Dialog:

Action:

-KOO TAKES OFF ROBE.

Timing:

MAY 18 2015

Production :

EPISODE #

1034-219

1034/219

1034/219

ADVENTURE TIME



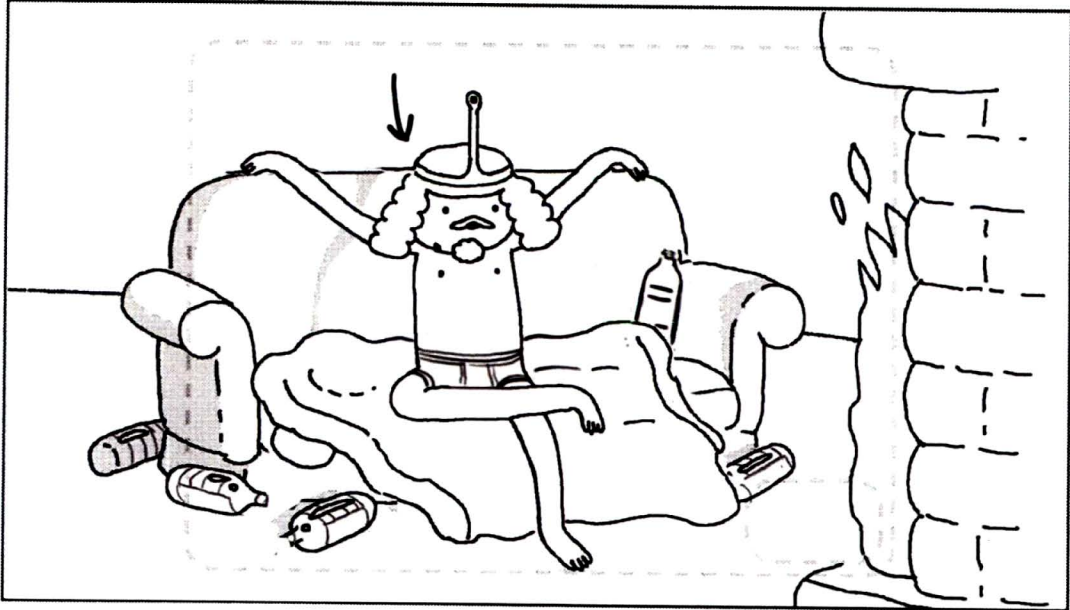
Page 90

Sc. 6c CONT

Pnl. E

Bg.

day night

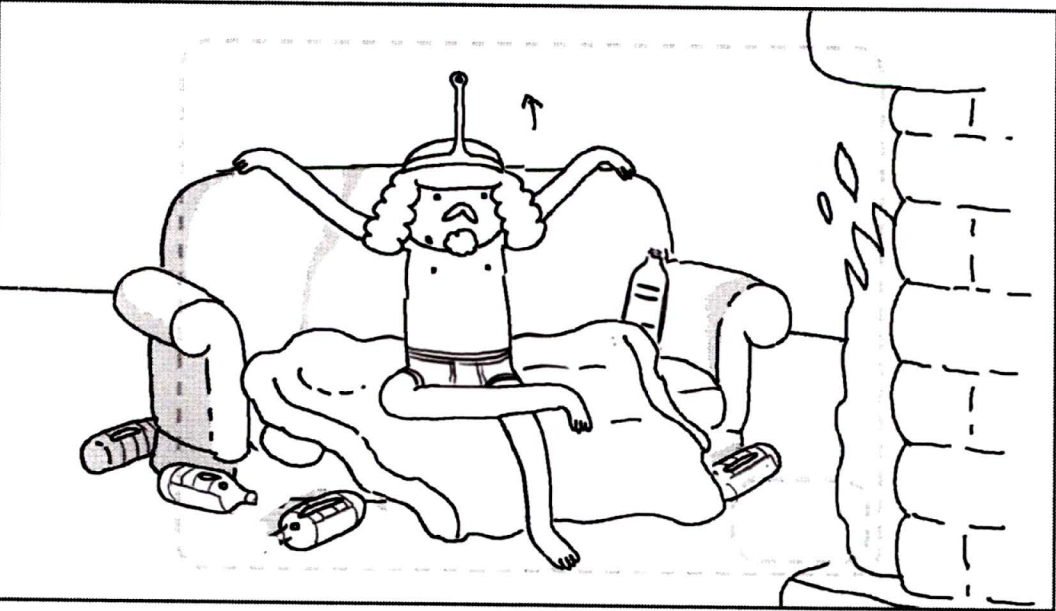


Sc. 6b CONT

Pnl. F

Bg.

day night



Dialog:

(Koo) MM - HM!

(CRUNCHY) (OS) PRINCESS.

Action:

Timing:

MAY 18 2015

EPISODE # 1034-219

Production :

1034/219

1034/219

1034/219

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ADVENTURE TIME



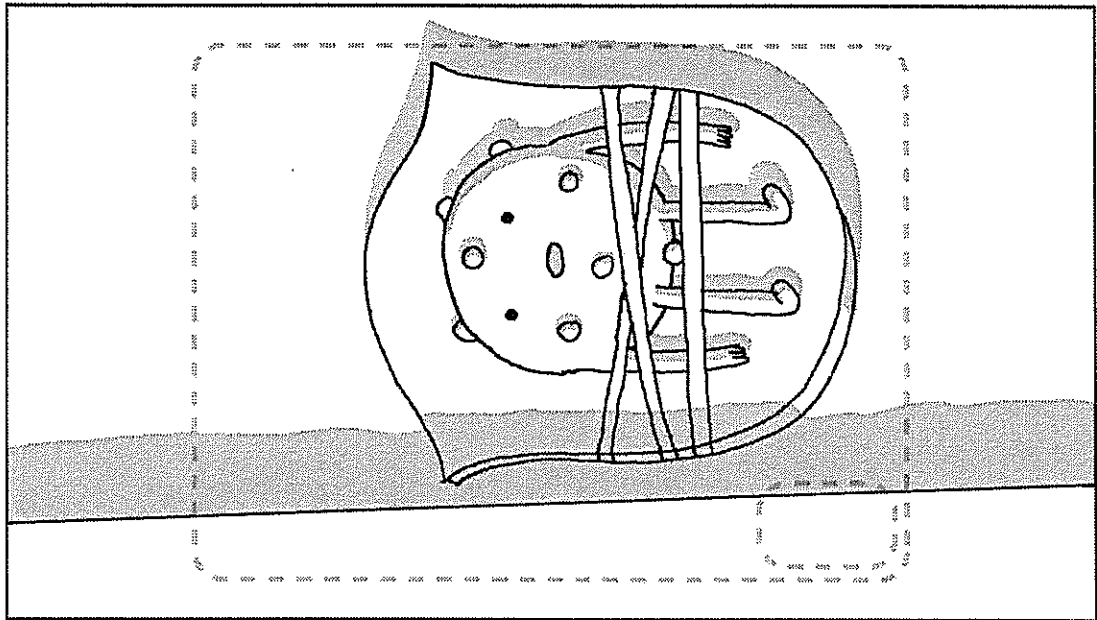
Page 91

Sc. 67

Pnl. A

Bg.

day night

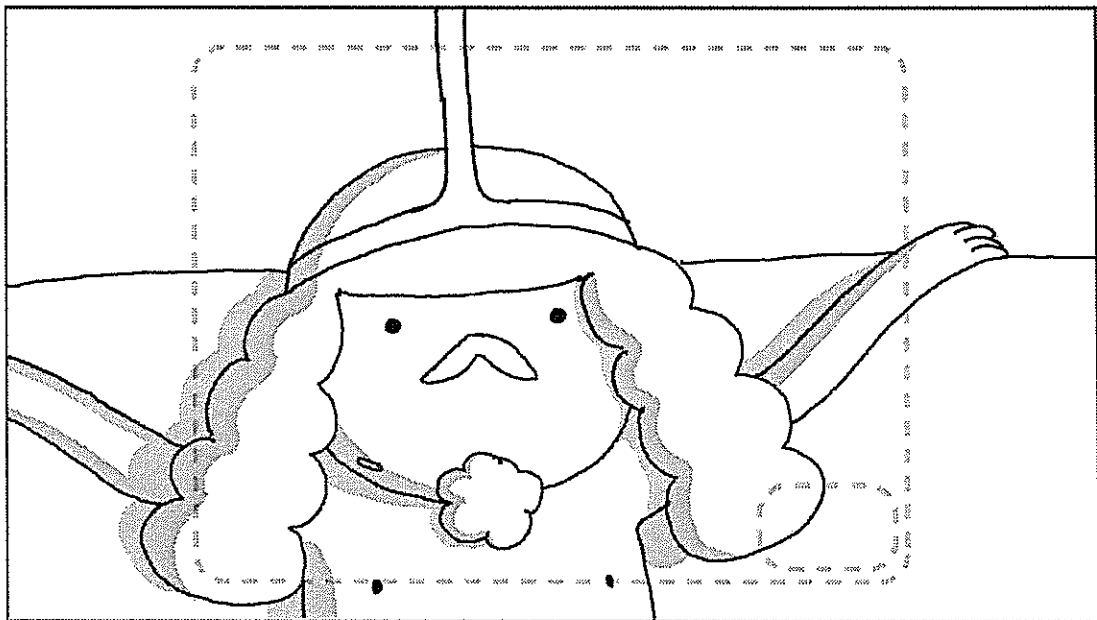


Sc. 68

Pnl. A

Bg.

day night



Dialog:

Q IT SOUNDS PRETTY BAD OUT THERE.
PREHAPS YOU SHOULD PROTECT YOUR
PEOPLE?

Action:

Timing:

181

182

EPISODE # 1034-219

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ADVENTURE TIME



Sc. 68

Pnl. B

Bg.

day night

Sc. 69

Pnl. A

Bg.

day night

Dialog:	(KOO) YEESH IT DOES SOUND BAD.
Action:	- KOO TURNS TOWARDS WINDOW
Timing:	183

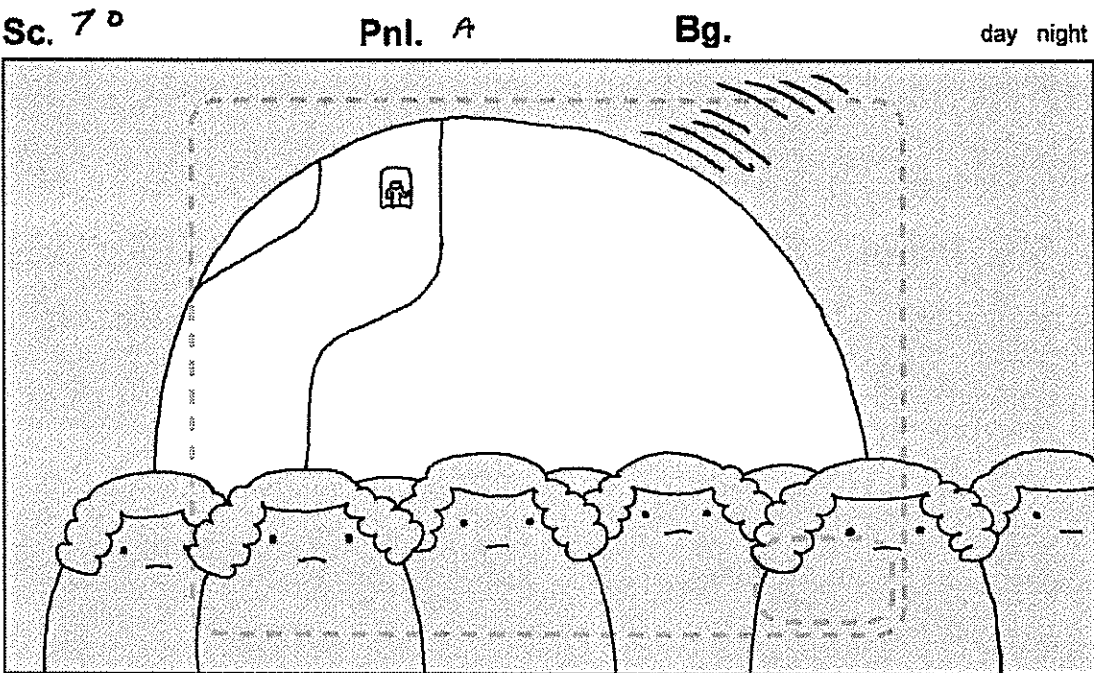
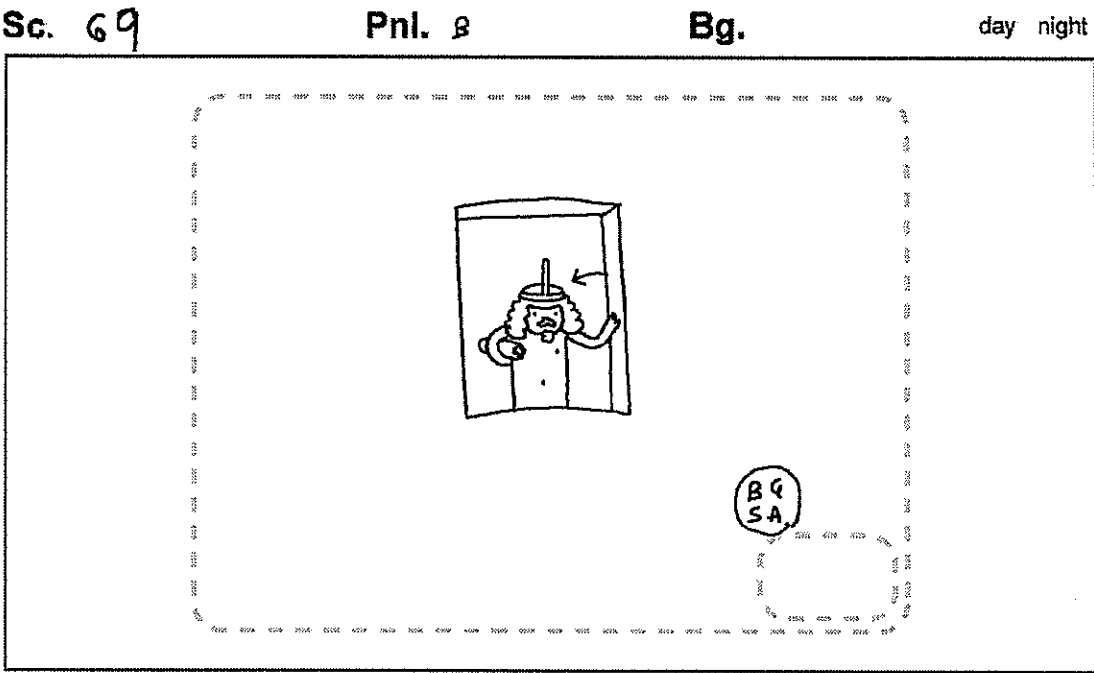
184

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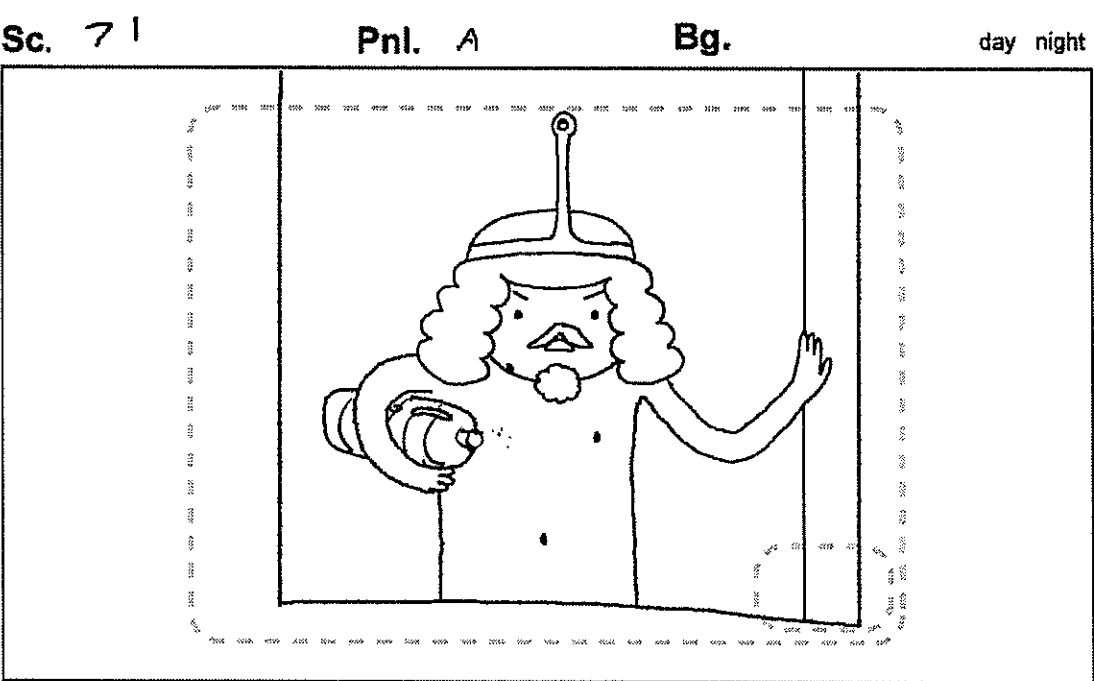
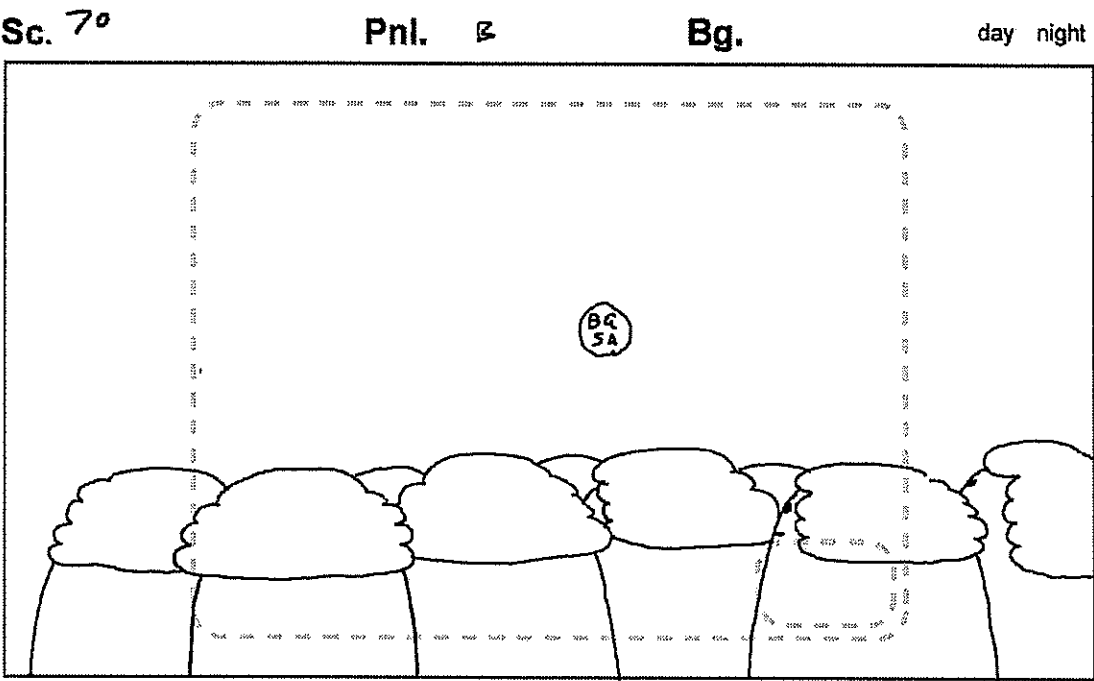


Dialog:	(Koo) HEY!	(Koo) BANANA MEN.
Action:	-KOO APPEARS IN WINDOW.	
Timing:	185	186

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Production :

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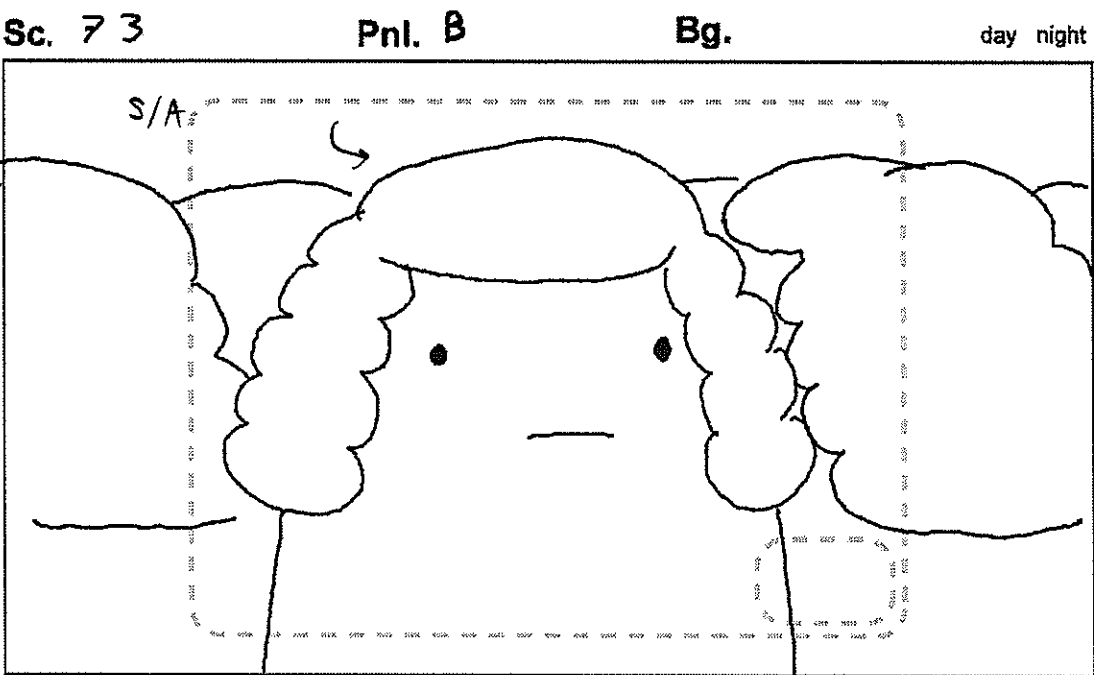
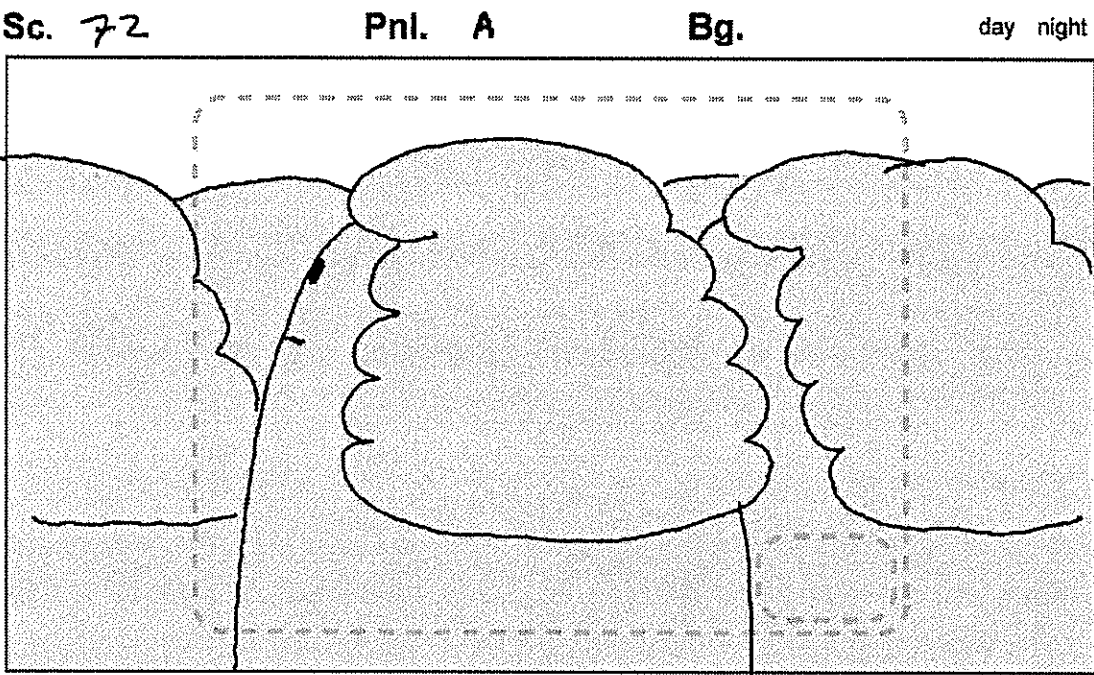
ADVENTURE TIME



Dialog:	<p>(KOO) IN MY KINGDOM WE LOOK AFTER OUR OWN! ME! YOU LOOK AFTER ME!</p>
Action:	<p>CLOSE THE GATES!!!</p> <p>— THEY ALL TURN AROUND.</p>
Timing:	<p>187 188</p>

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ADVENTURE TIME



Dialog:
Action:
Timing:

189 190

EPISODE # 1034-219 Production :

ADVENTURE TIME

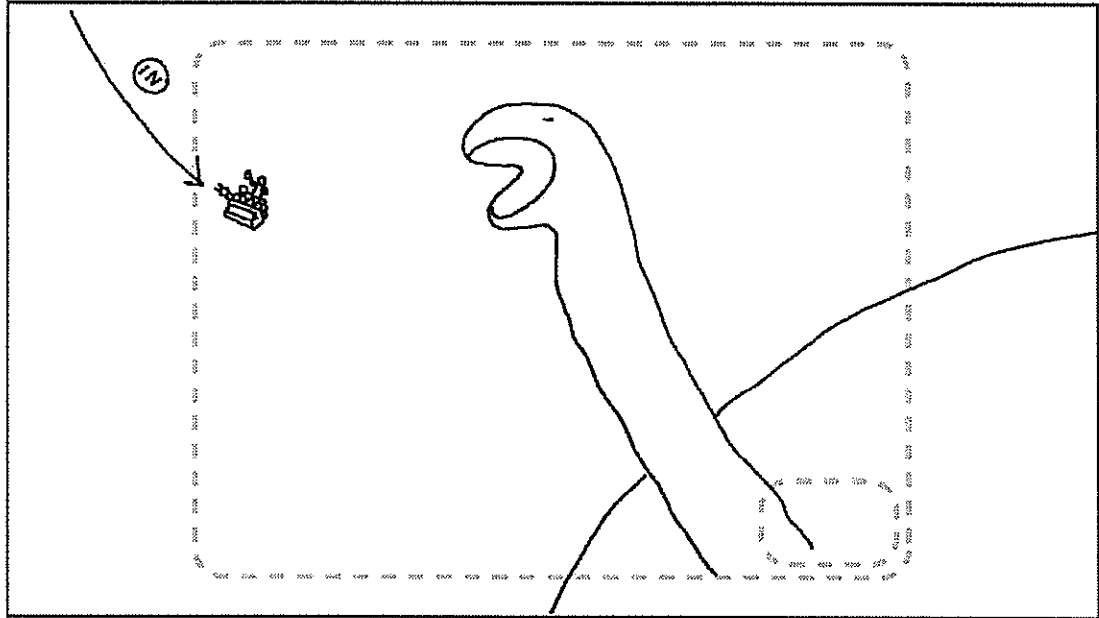


Sc. 74

Pnl. A

Bg.

day night

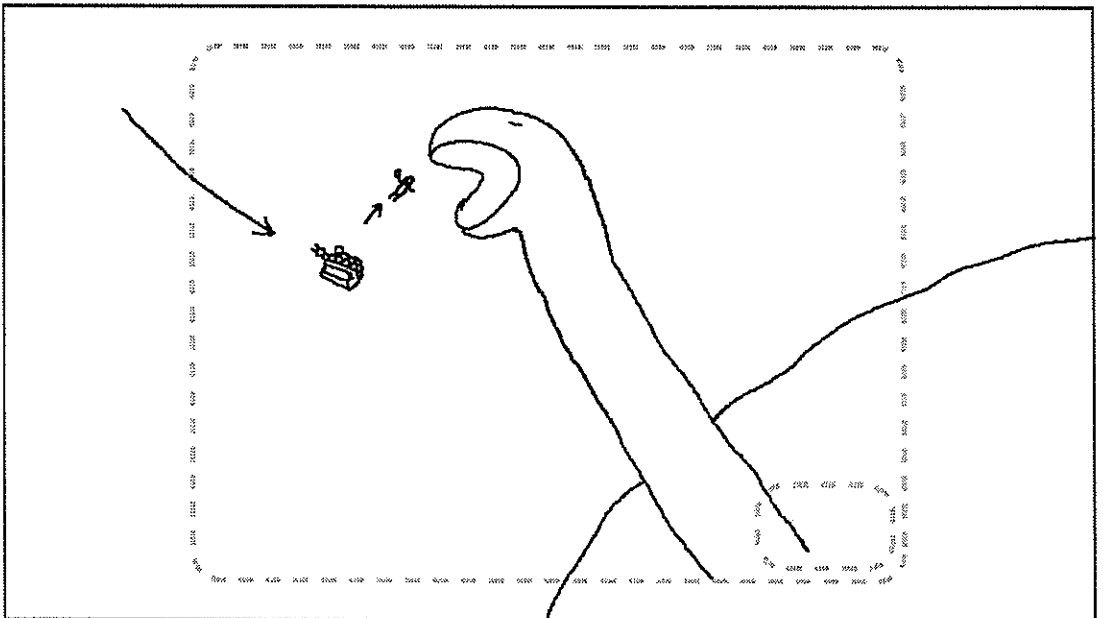


Sc. 74

Pnl. B

Bg.

day night



Dialog:

Action:

- HANDICAM, LIKE IT'S FILMED FROM FAR AWAY AND ZOOMED IN.
- PB SWOOPS ON/S.

P.B. FIGHTING.

Timing:

191

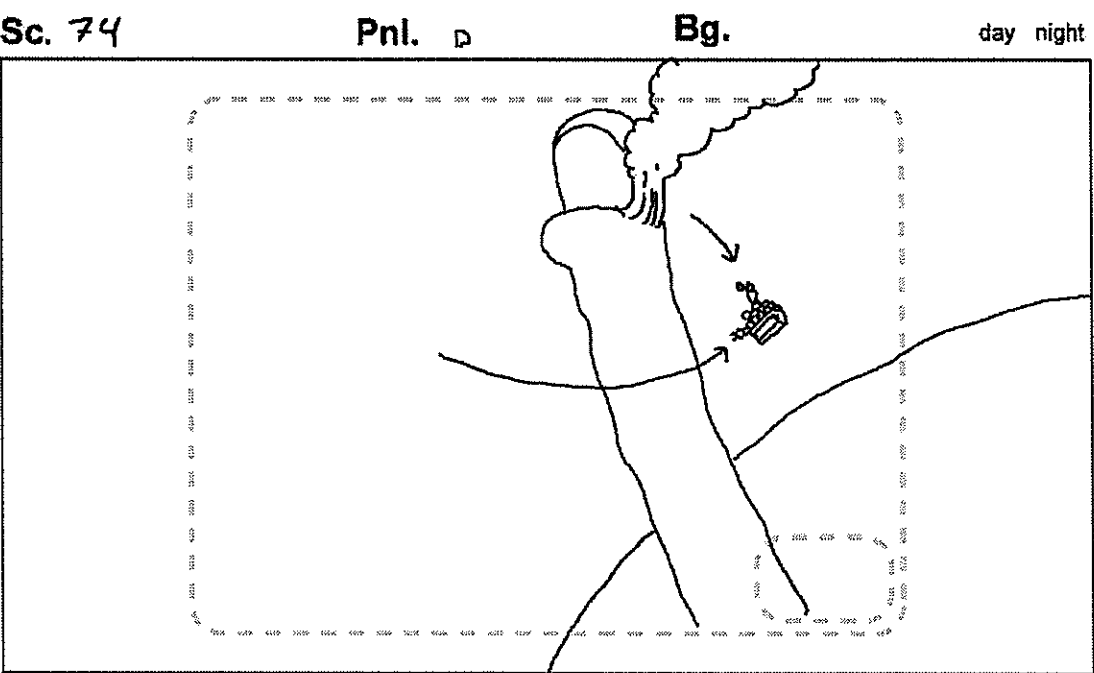
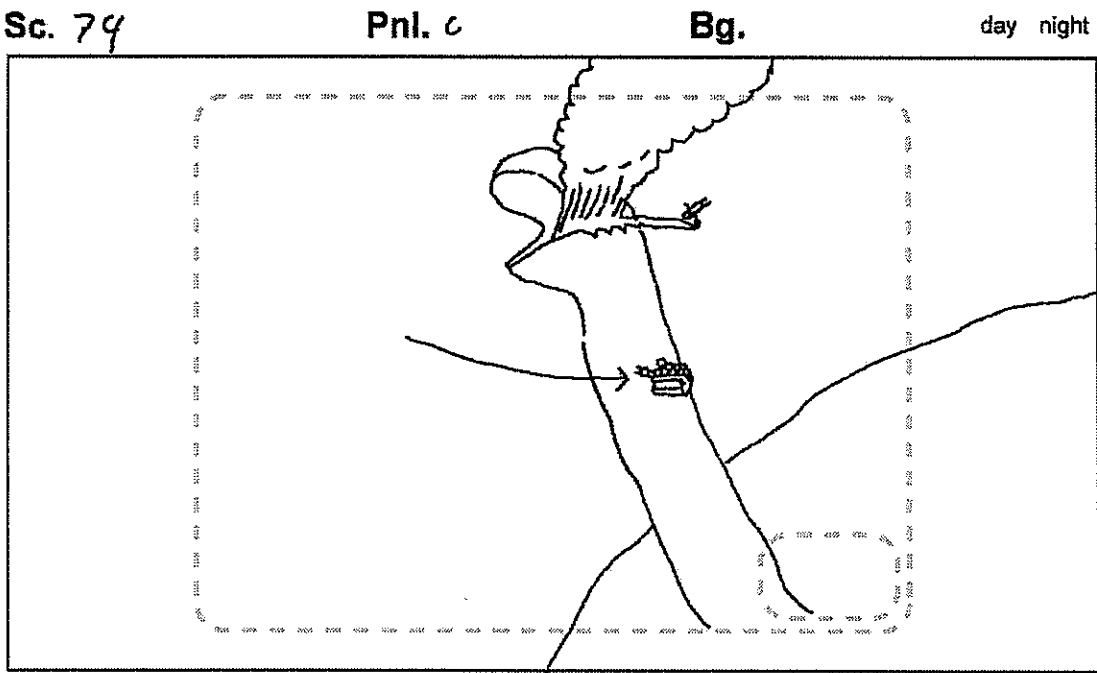
192

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ADVENTURE TIME



Dialog:
Action: -PB FLIPS - STEAM SHOOTS OUT FROM RENT.
Timing: 193 194

EPISODE # 1034-219

Production :

ADVENTURE TIME



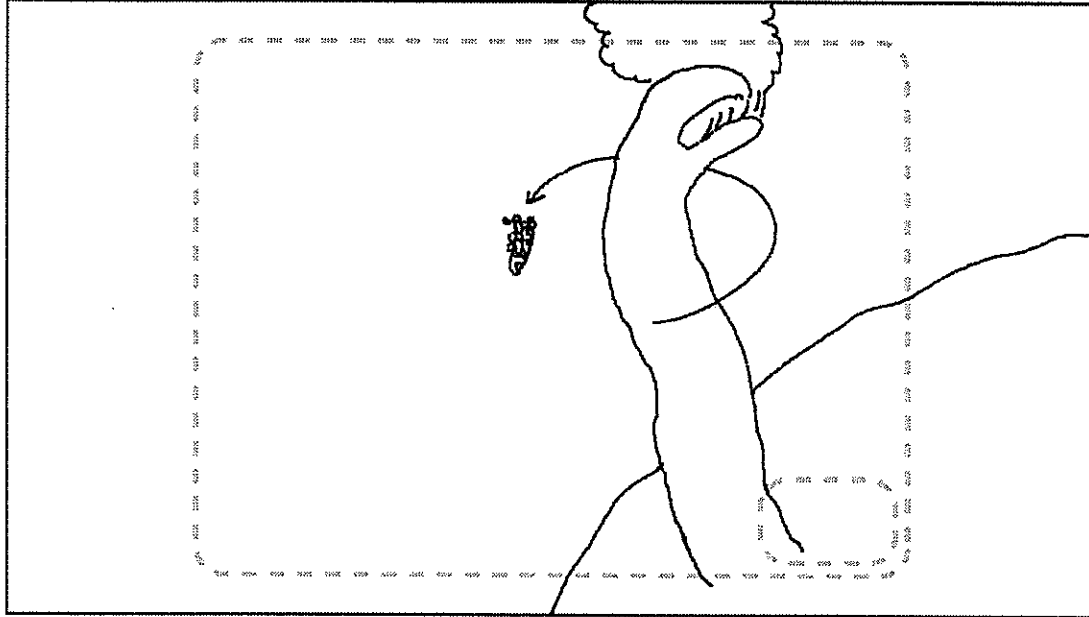
Page 98

Sc. 74

Pnl. E

Bg.

day night

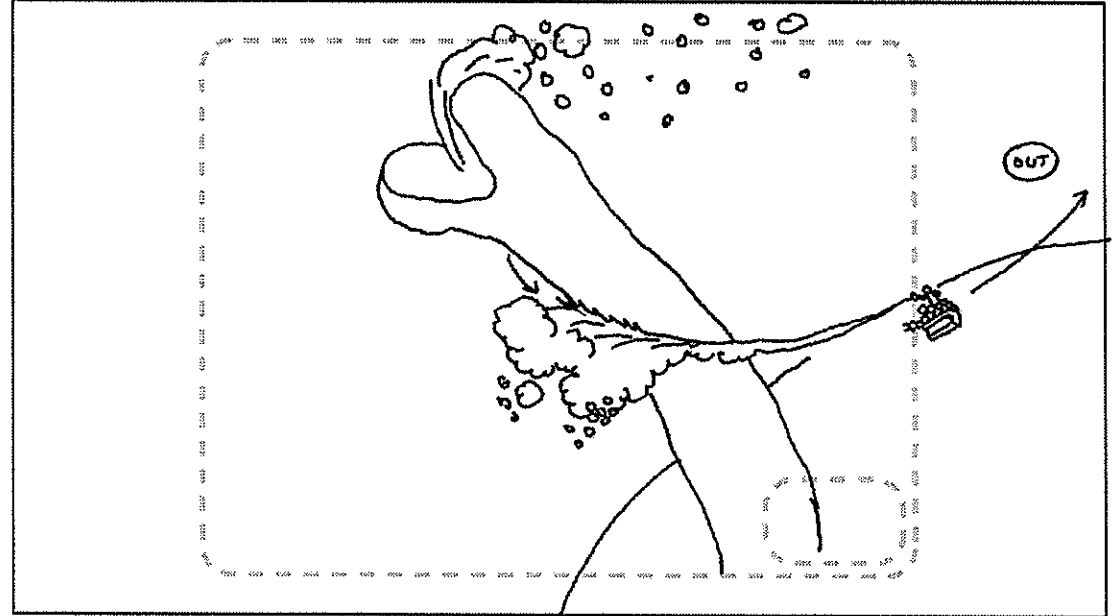


Sc. 74

Pnl. F

Bg.

day night



Dialog:

Action:

- PB SWOOPS AROUND EEL HEAD.

-PB DRAGS HATCHET ALONG EEL.

Timing:

195

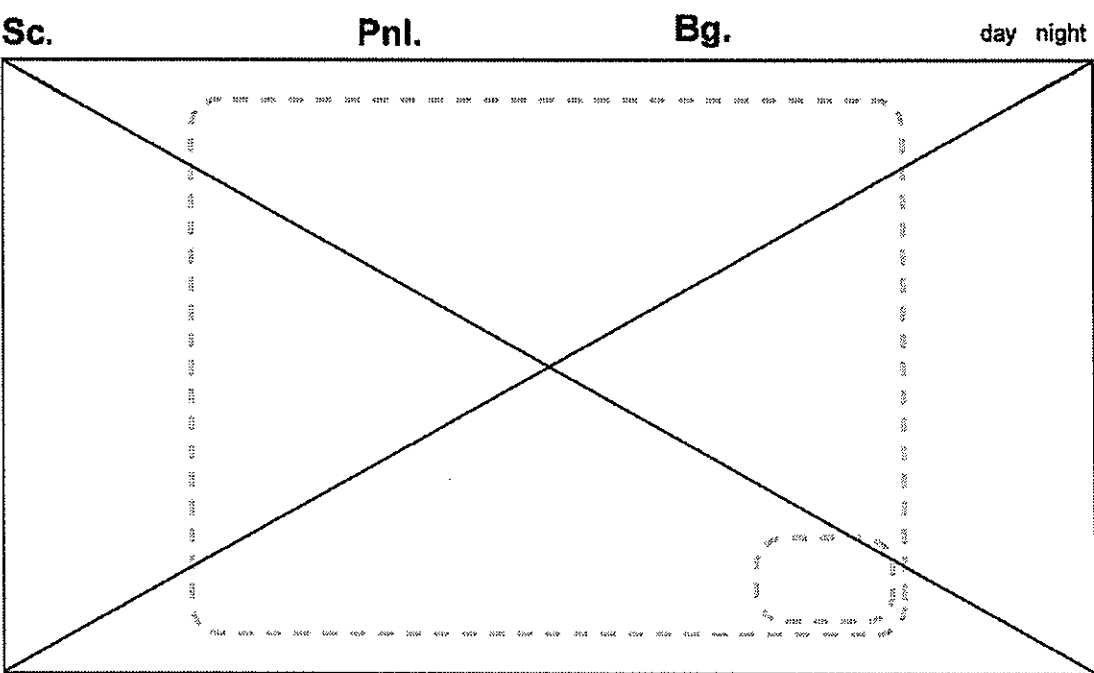
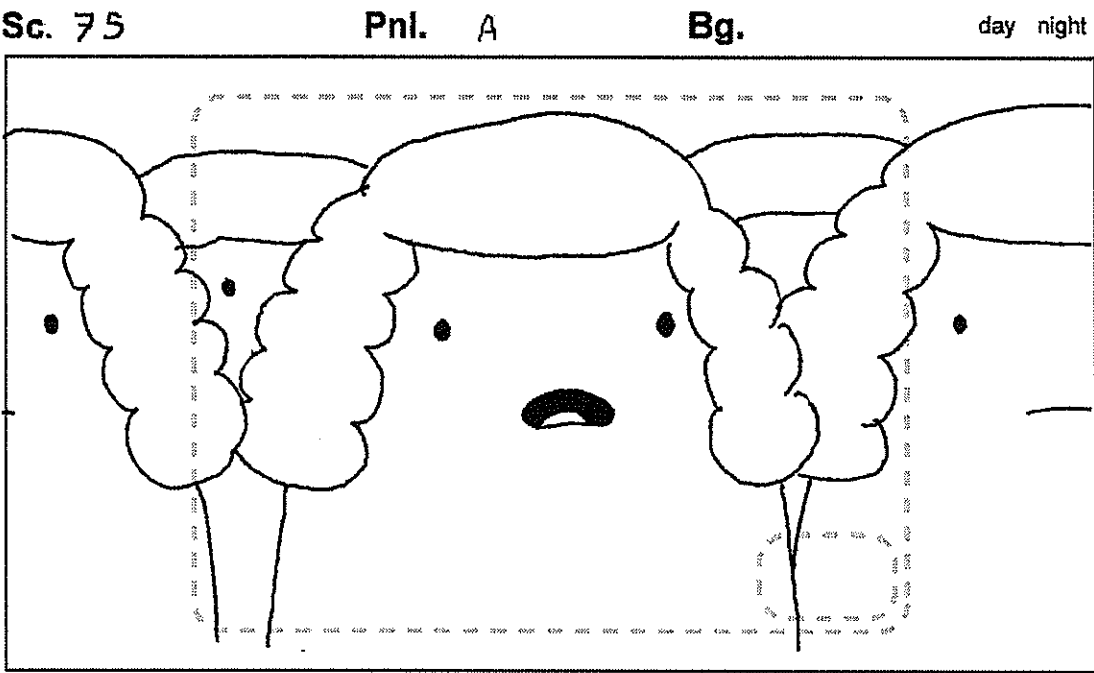
196

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ADVENTURE TIME



Dialog:	(BG1) SH ... SHE'S <u>BEAUTIFUL.</u>
Action:	
Timing:	197

Timing:	198
---------	-----

1034-219

EPISODE #

Production :

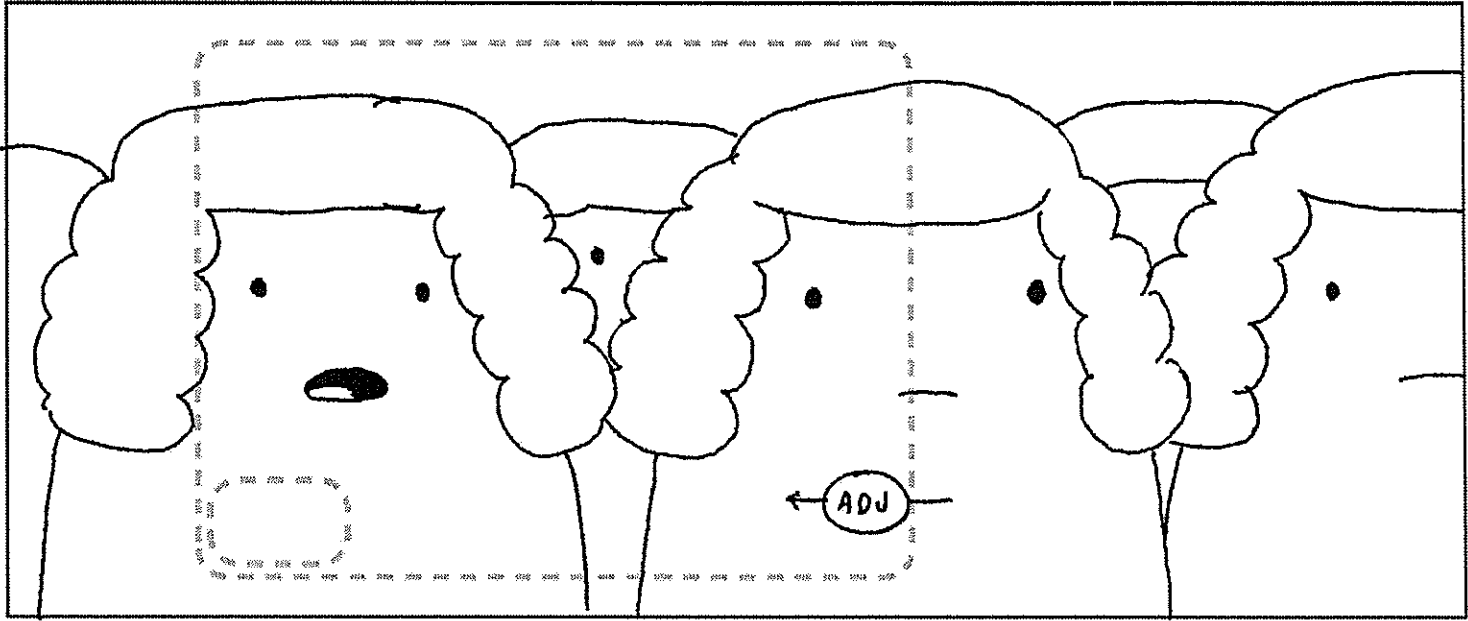
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ADVENTURE TIME



Sc. 75 Pnl. 8 Bg. day night

STOP



START

Dialog:

BZZ/ YOU'RE PREACHING TO THE PREACHER, BROTHER.

Action:

-PAN LEFT TO B. GUARDS.

Timing:

199

200

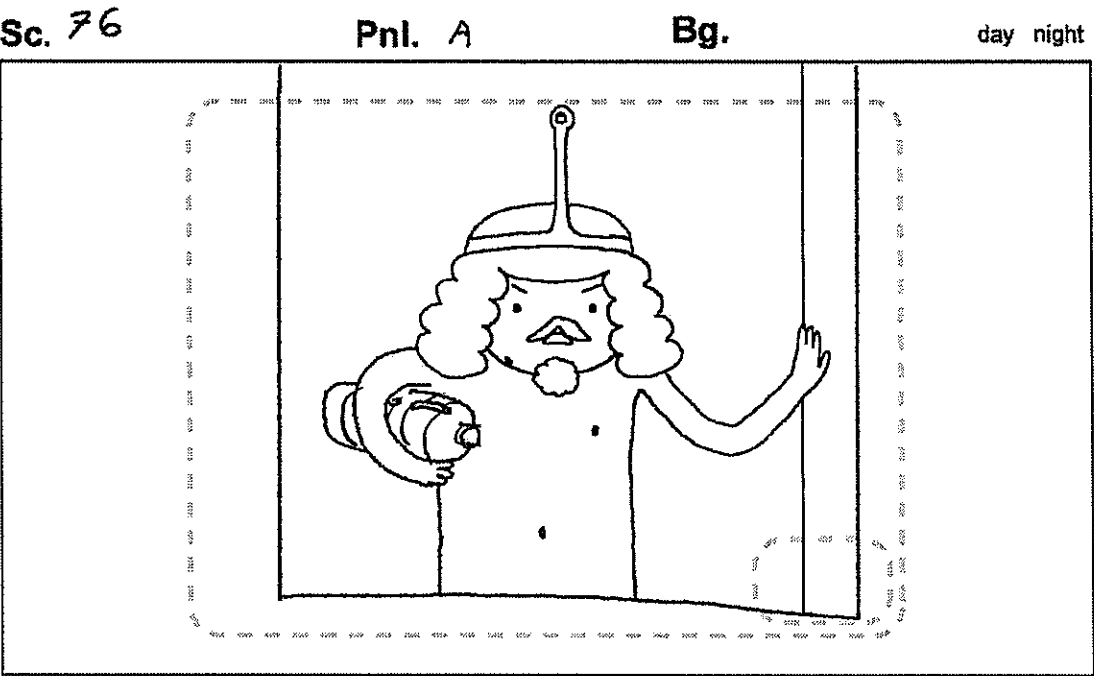
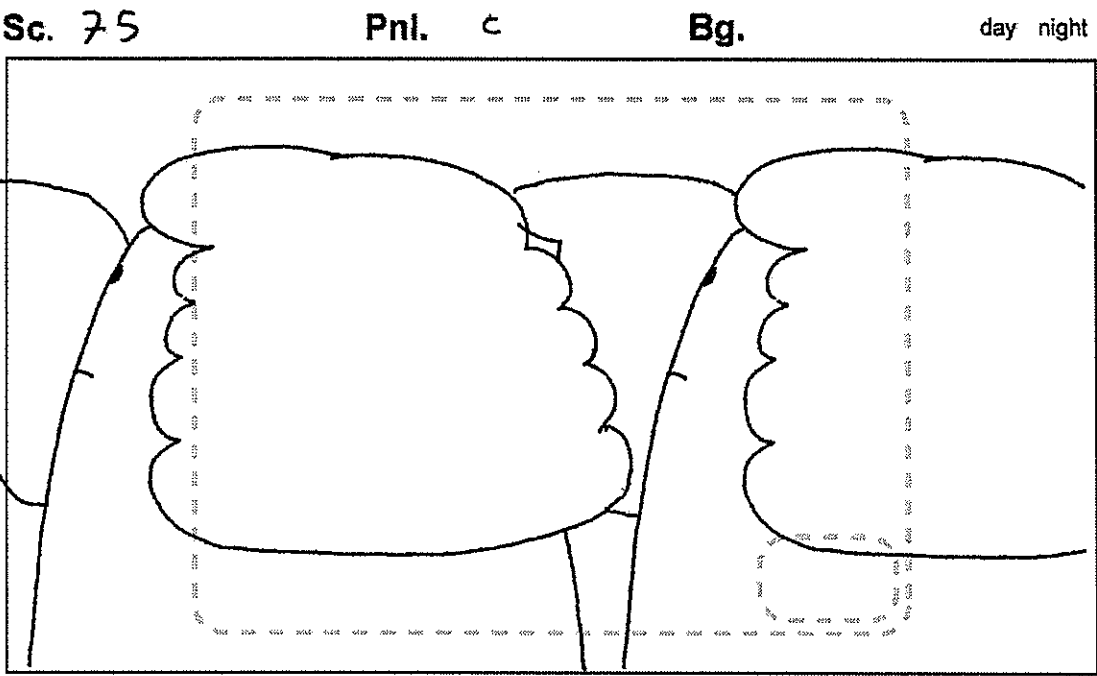
1034-219

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ADVENTURE TIME



Dialog:	(Koo) (o.s.) HEY,
Action:	- B. GUARDS TURN,
Timing:	201

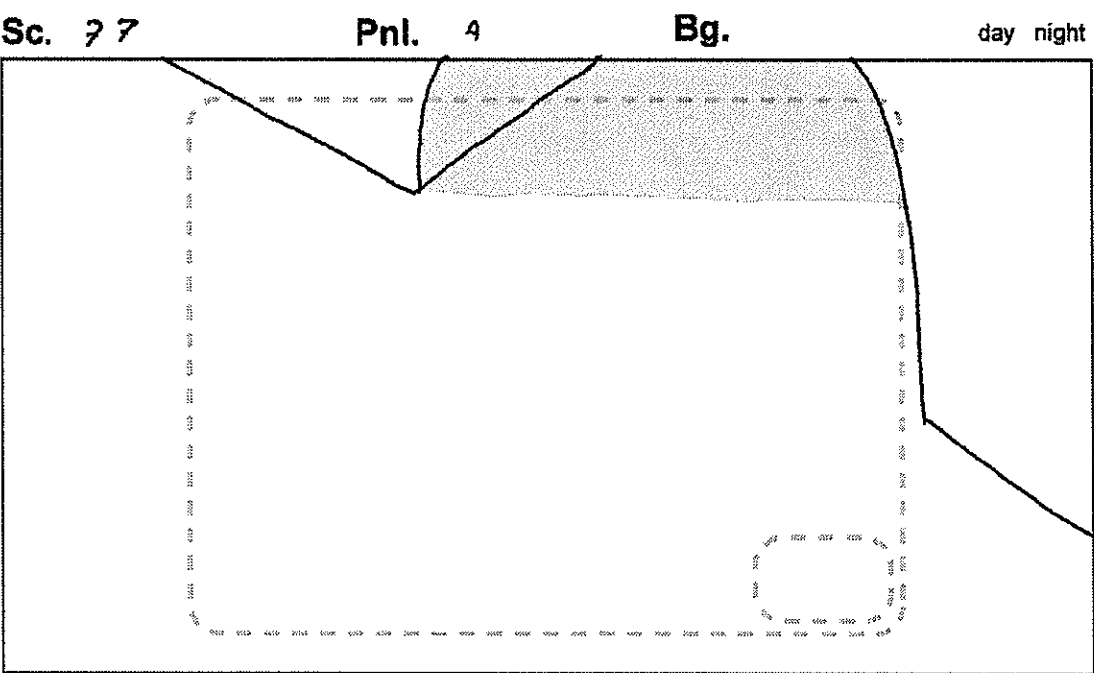
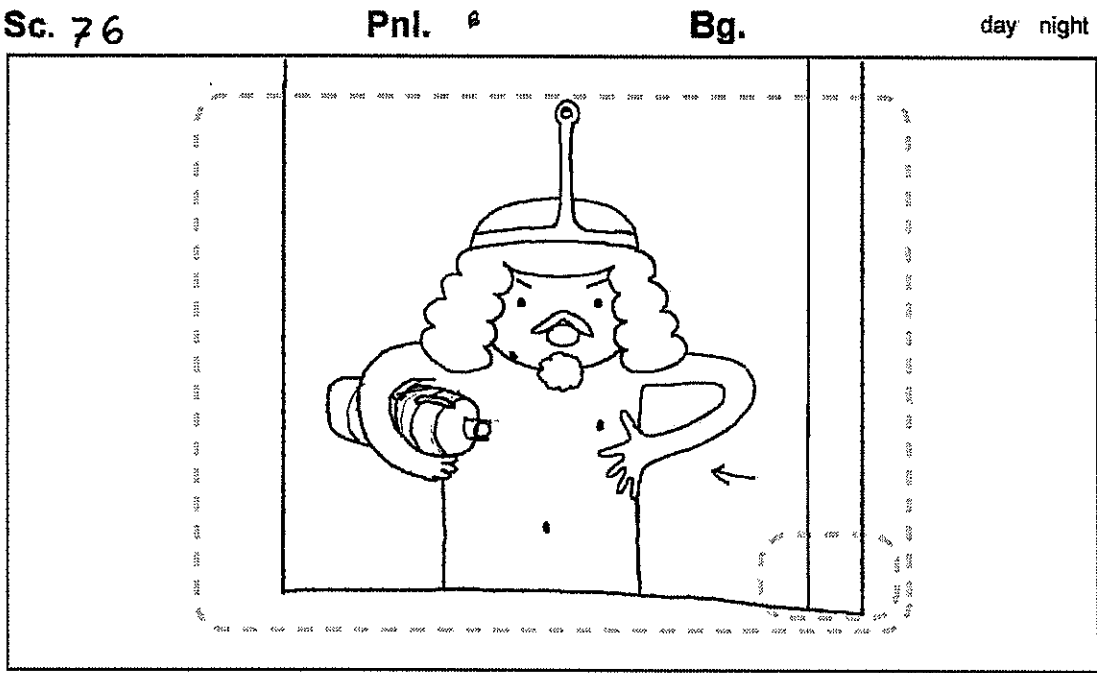
Timing:	202
---------	-----

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ADVENTURE TIME



Dialog:
<p>(KOO) I'M BEAUTIFUL! CLOSE THE GATE!</p>
Action:
Timing:
203
204

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ADVENTURE TIME

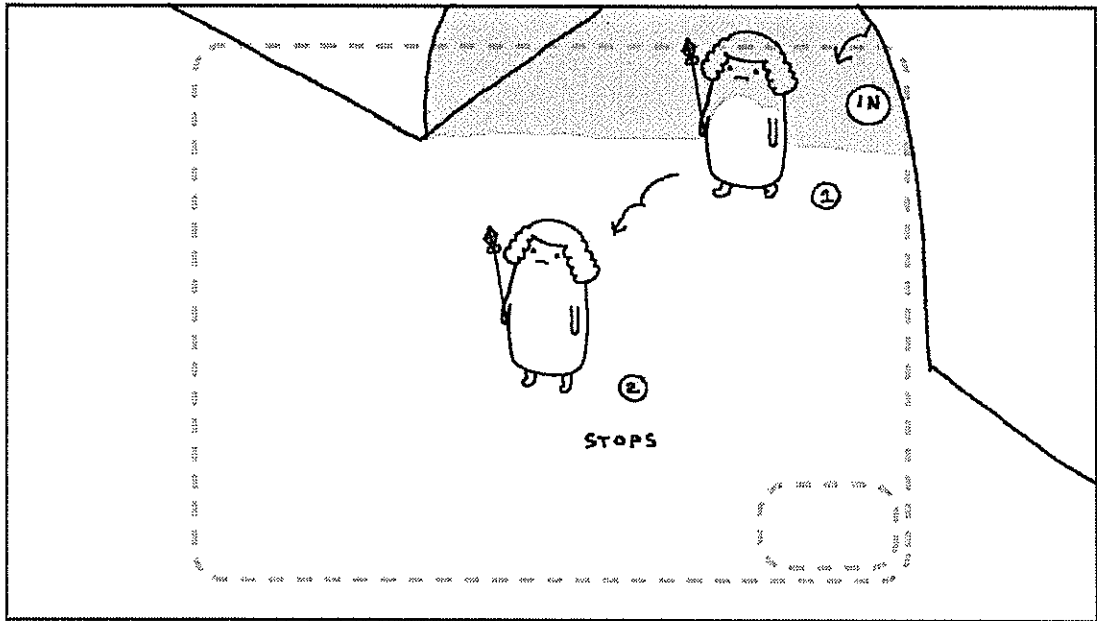


Sc. 77

Pnl. B

Bg.

day night

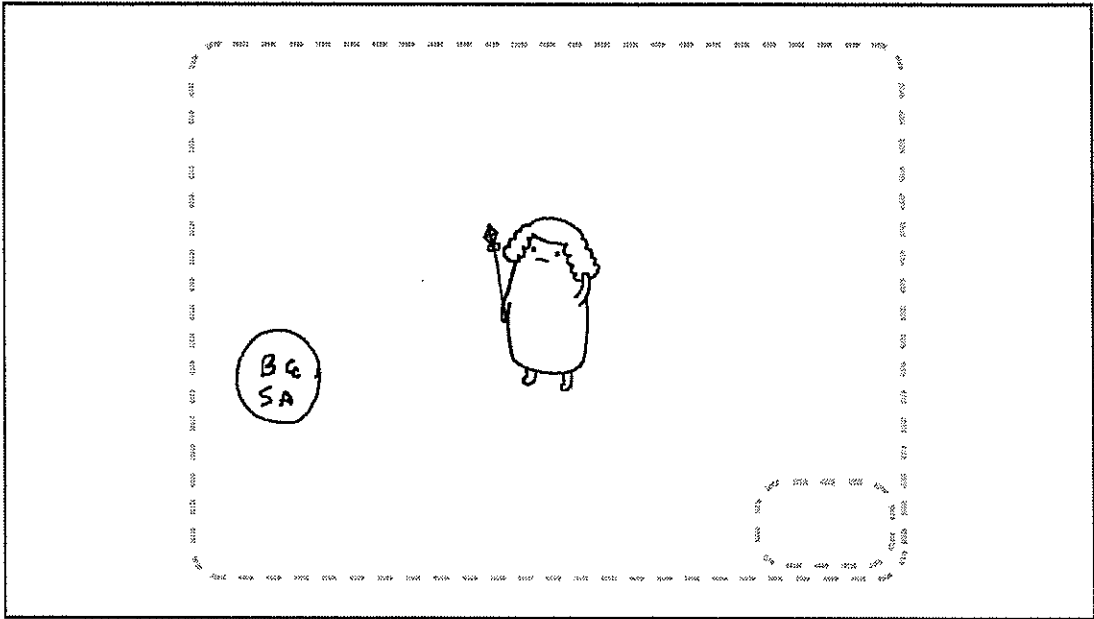


Sc. 77

Pnl. C

Bg.

day night



Dialog:

Action:

- B. GUARD #1 WALKS OUT OF TUNNEL.

Timing:

205

206

Production :

EPISODE #

1034-219

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ADVENTURE TIME



Sc. 77 Pnl. D Bg. day night

Sc. 77 Pnl. E Bg. day night

Dialog:

BG NO. YOU'RE NOT BEAUTIFUL.
WE SEE YOU CLEARLY NOW.
YOU'RE EAR WAX.

Action:

- B.GUARD THROWS OFF WIG.

Timing:

207

208

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ADVENTURE TIME



Sc. 78

Pnl. A

Bg.

day night

Sc. 78

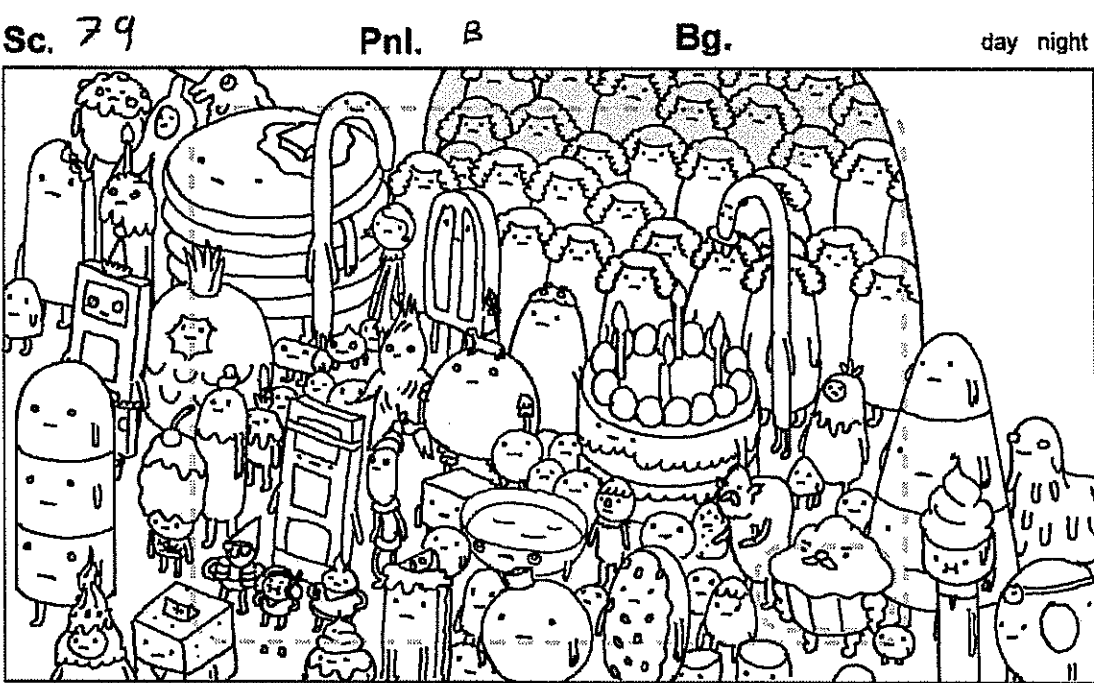
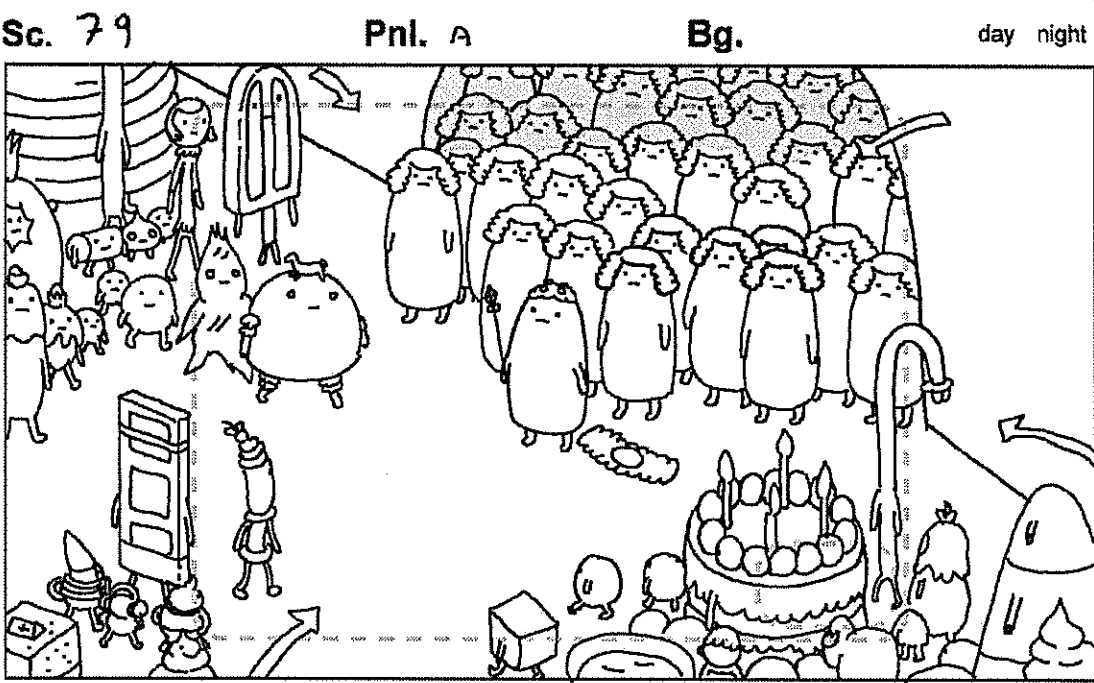
Pnl. B

Bg.

day night

Dialog:	
Action:	-Kao is SHOCKED.
Timing:	209210

ADVENTURE TIME

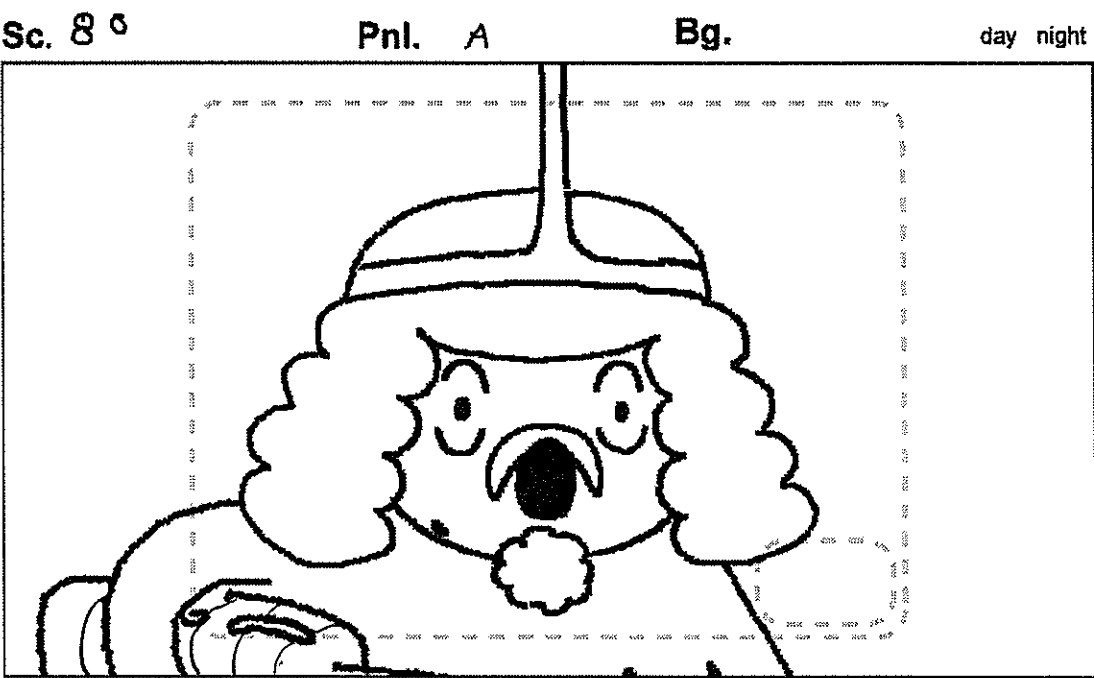
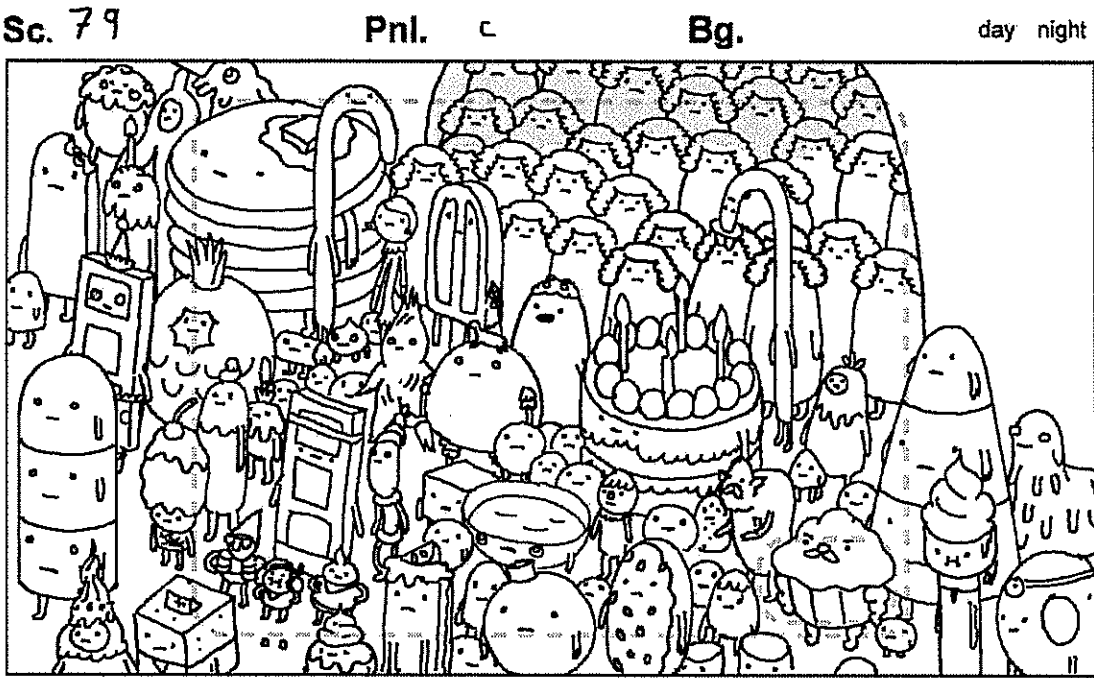


Dialog:
Action: - CANDY PEOPLE GATHER IN FRONT OF GATE
Timing: 211 O.M.G. 212

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ADVENTURE TIME



Dialog:	
(BG) / <u>YOU'RE EAR WAX!</u>	(KOO) / U H H H H H!
Action:	
Timing:	
213	214

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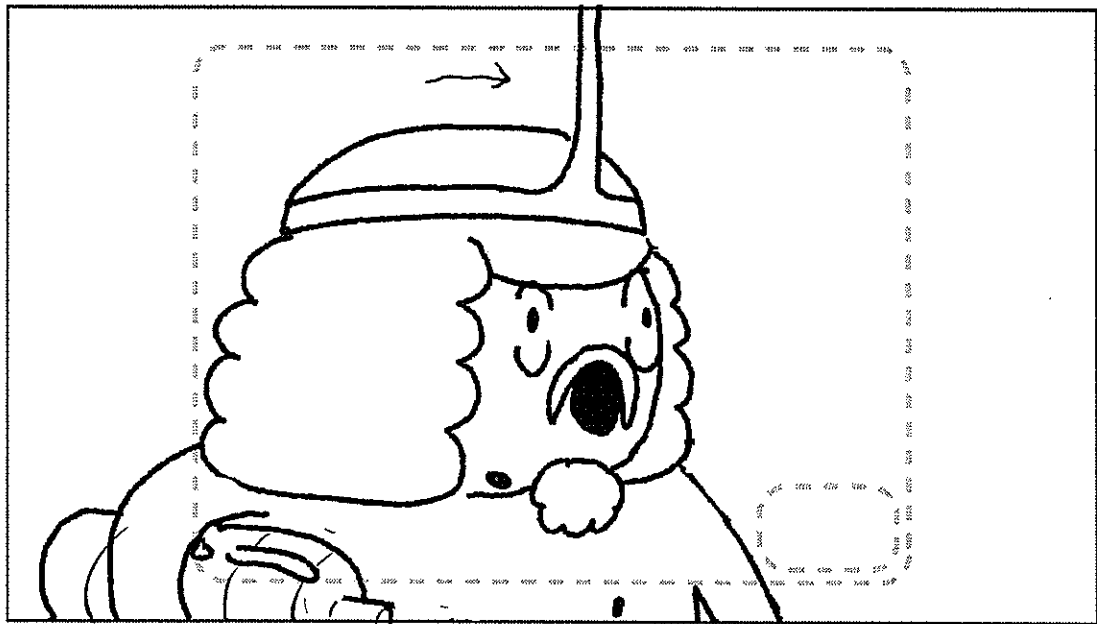


Sc. 80

Pnl. A

Bg.

day night

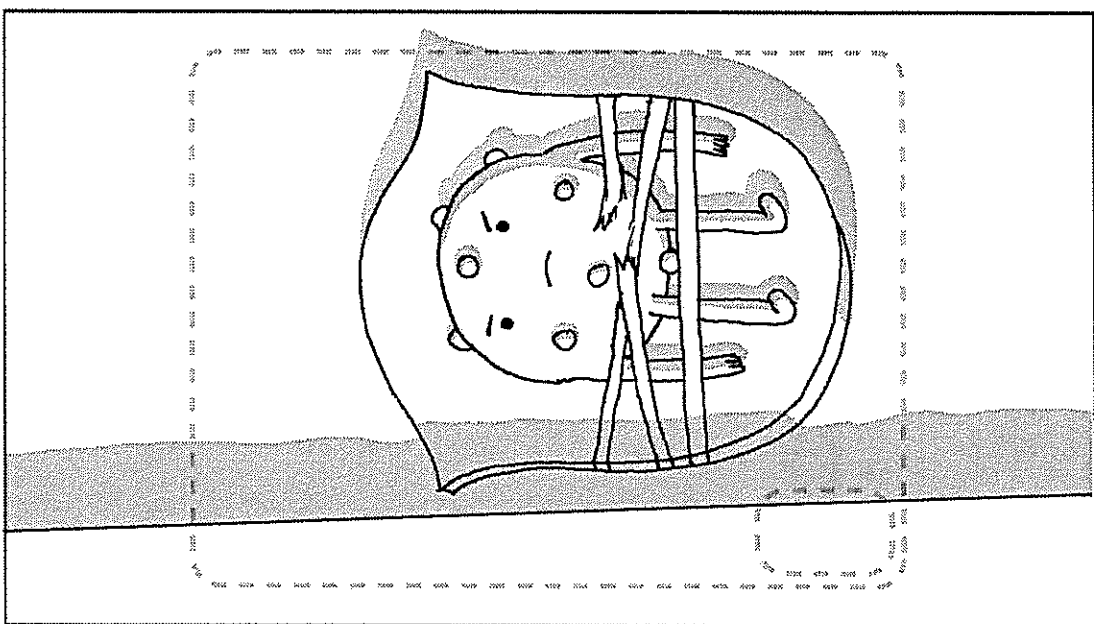


Sc. 81

Pnl. A

Bg.

day night



Dialog:	(SFX) (O.S.) CRACK! (KOO) HUN!
Action:	-TAPE ON CRUNCHY IS SNAPPED.
Timing:	215 216

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Production :

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ADVENTURE TIME



Sc. 81

Pnl. B

Bg.

day night

Sc. 81

Pnl. C

Bg.

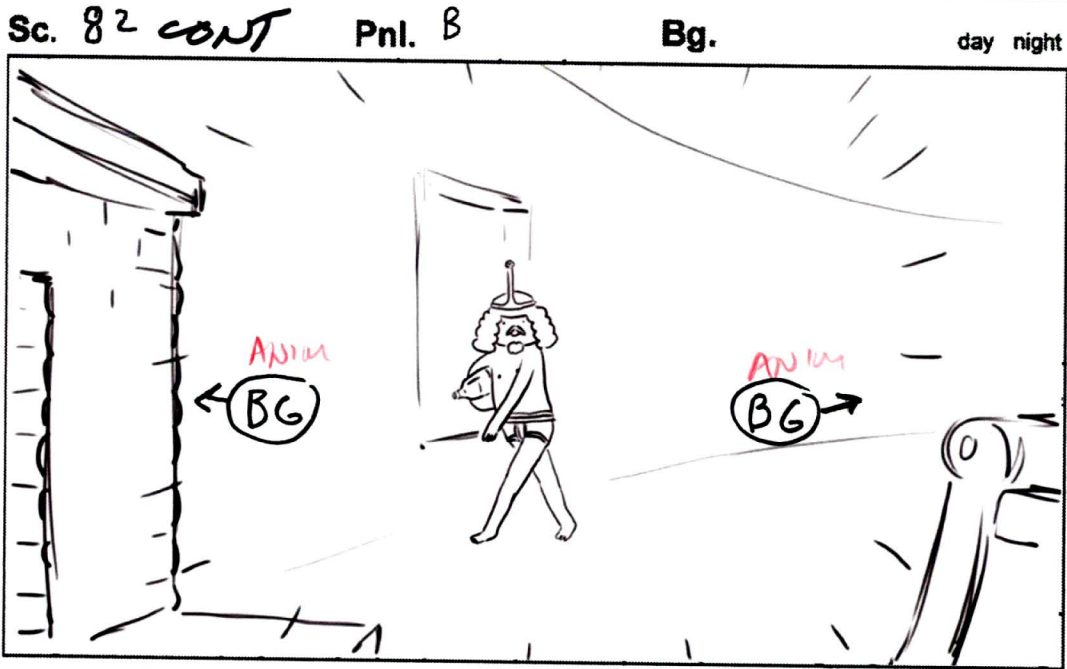
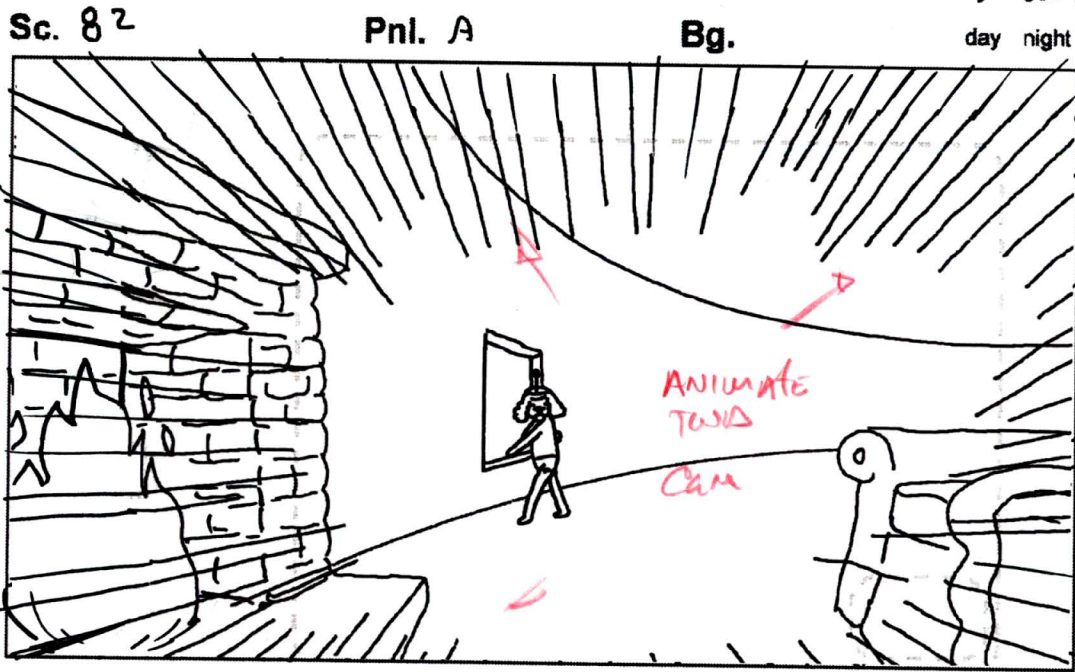
day night

Dialog:	(SFX) SNAP! SNAP!
Action:	- CRUNCHY WRESTLES FREE AND FALLS OFF/S.
Timing:	217
	218

EPISODE # 1034-219

Production :

ADVENTURE TIME



Dialog:

(O/S) CRUNCHY AND THE POWER RETURNS

Action:

- CRUNCHY RUNS TOWARDS KOO.
- CRUNCHY P.O.V.

Timing:

MAY 18 2015 -

EPISODE # 1034-219

Production :

ADVENTURE TIME



Sc. 8² CONT

Pnl. C

Bg.

day night

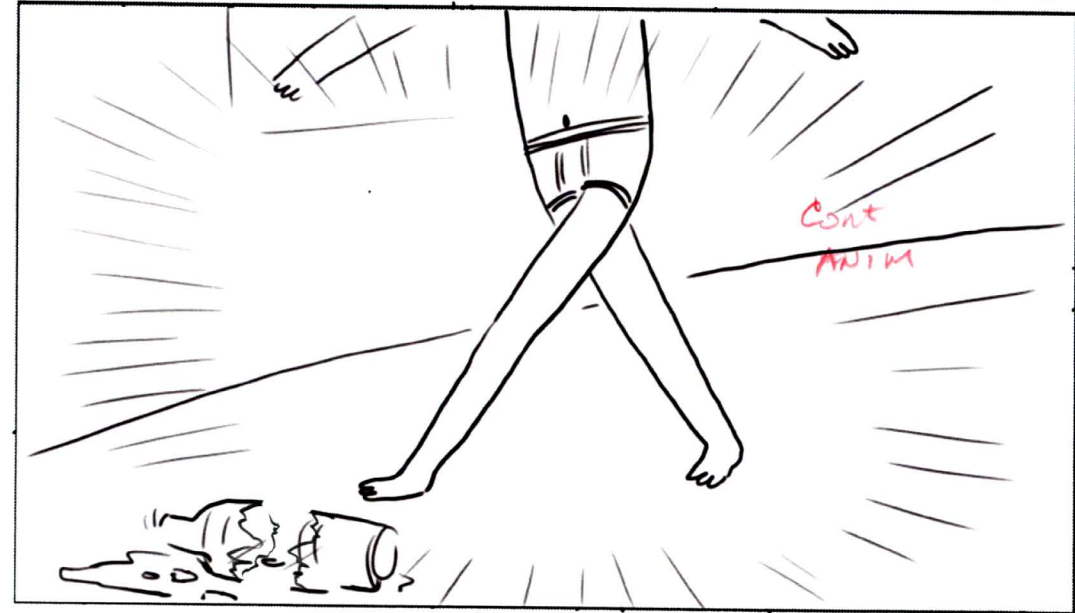


Sc. 8² CONT

Pnl. D

Bg.

Page 111
111A NEXT
day night



Dialog:

©(CONT) TO CRUNCHY!

Action:

Timing:



- CRUNCHY LEAPS.

MAY 18 2015

EPISODE # 1034-219

Production :

1034/219

1034/219

ADVENTURE TIME

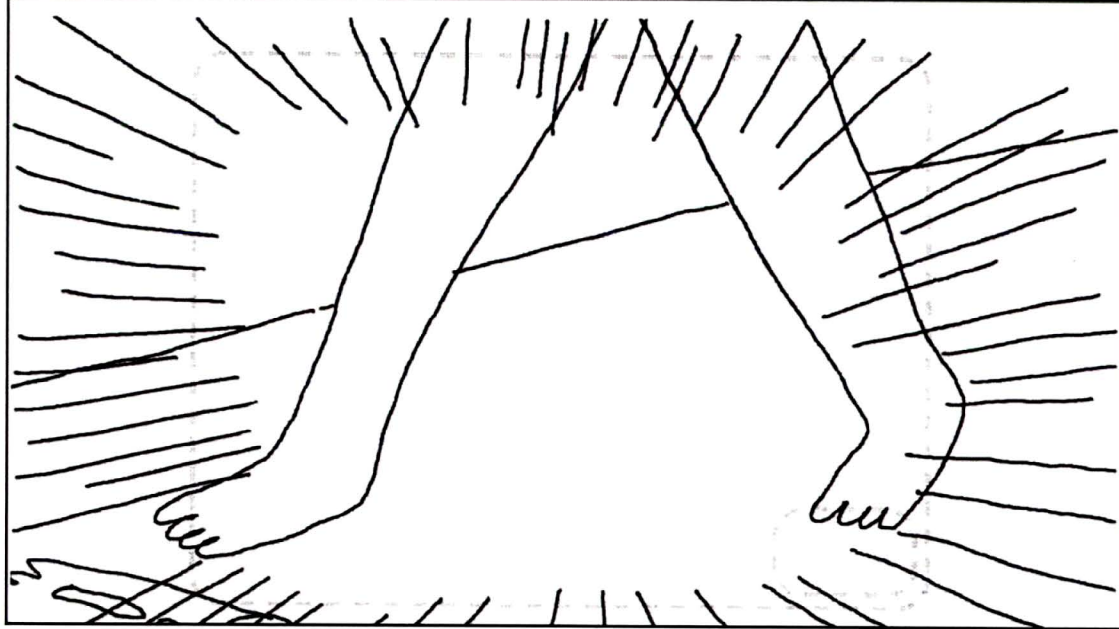


Sc. 82 *CONT*

Pnl. E

Bg.

day night



Sc. 82 *CONT*

Pnl. F

Bg.



Dialog:
Action:
Timing:

MAY 18 2015

EPISODE #

Production :

1034/219

1034/219

1034/219

ADVENTURE TIME



Page 111B

112 NEXT
day night

Sc. 82 *CONT*

Pnl. G

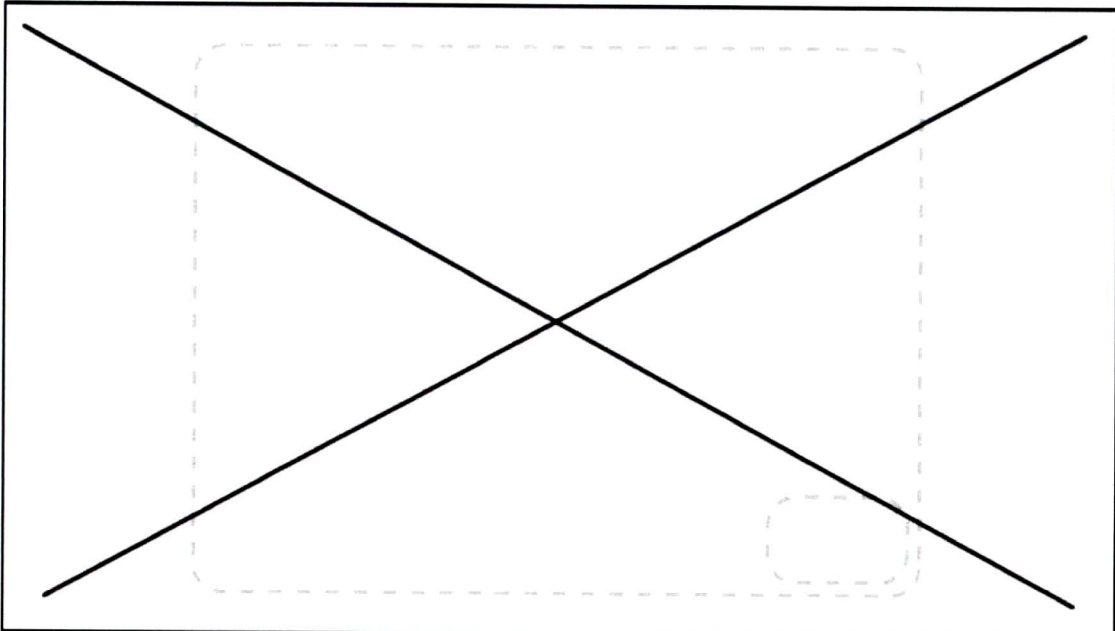
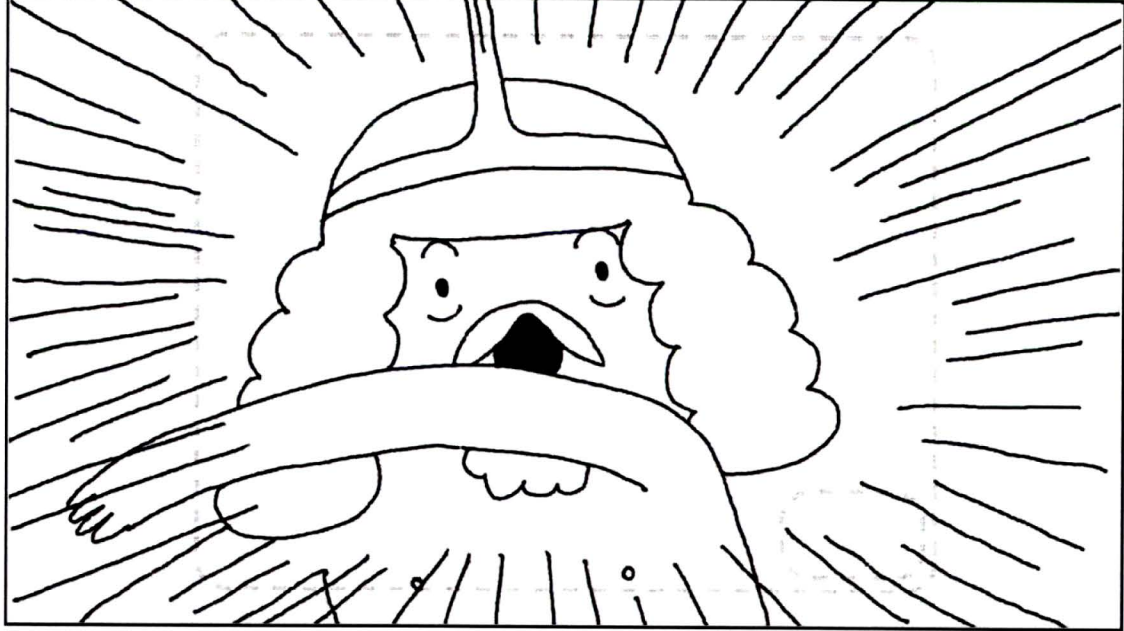
Bg.

day night

Sc.

Pnl.

Bg.



Dialog: KOO/ AHH!

Action:

Timing:

MAY 18 2015

EPISODE #

Production :

1034/219

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ADVENTURE TIME



Sc. 83

Pnl. A

Bg.

day night

Sc. 83

Pnl. B

Bg.

day night

Dialog:	<p>Koo AH!</p>
Action:	<p>- CRUNCHY JUMPS ON KOO'S FACE.</p>
Timing:	<p>223 224</p>

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ADVENTURE TIME



Sc. 83

Pnl. C

Bg.

day night

Sc. 83

Pnl. D

Bg.

day night

Dialog:
Action:
Timing:

225

226

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ADVENTURE TIME



Sc. 83

Pnl. E

Bg.

day night

Sc. 83

Pnl. E

Bg.

day night

Dialog:
Action:
Timing:

(W I G .)

227

228

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ADVENTURE TIME



Sc. 84

Pnl. 4

Bg.

day night

Sc. 84

Pnl. 8

Bg.

day night

Dialog:	(SFX) (STRUGGLING)	(SFX) (STRUGGLING)
Action:	FIRE	FIRE
Timing:	229	230

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ADVENTURE TIME



Sc. 84

Pnl. C

Bg.

day night

Sc. 84

Pnl. D

Bg.

day night

Dialog:	<div>KING OF OOO</div>	BUT	YOU
Action:			
Timing:	231	232	

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 117

Sc. 84 CONT

Pnl. E

Bg.

day night



Sc. 84 CONT

Pnl. F

Bg.

day night



Dialog:

KING
OF
OOO

(CONT.)

LOOOO VVE

MMME EEEE!!!

Action:

- KOO MELTS

(HE'S MADE OF EAR WAX)

Timing:

MAY 18 2015

(F)

Handwritten note: continue in sketch

Handwritten note: TO CUT OFF 1034/210

EPISODE # 1034-219

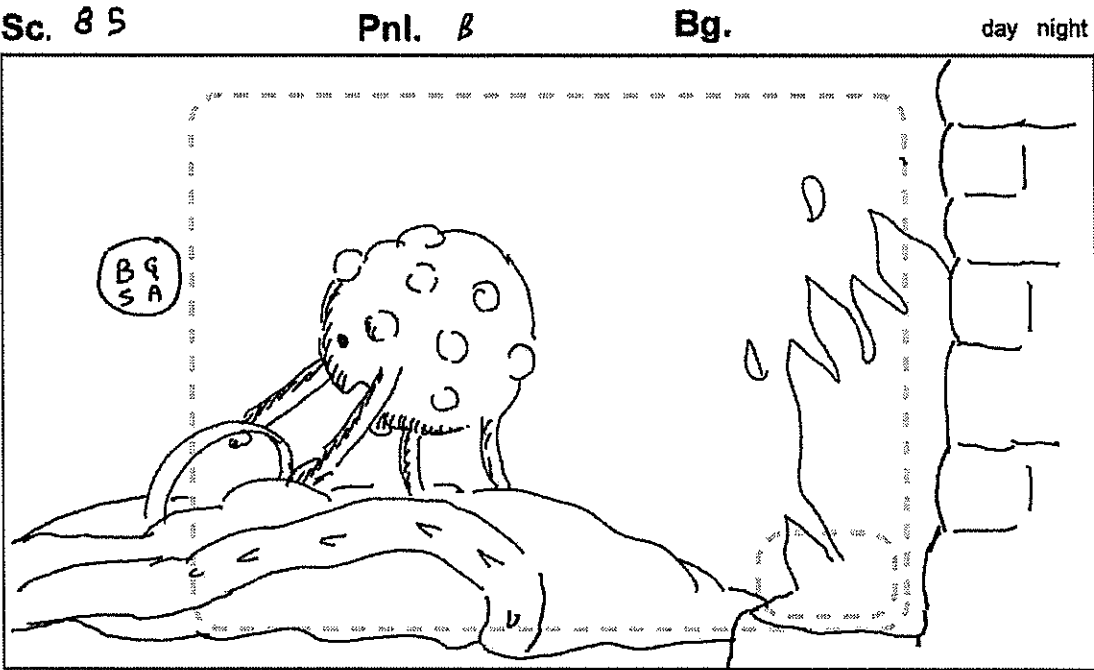
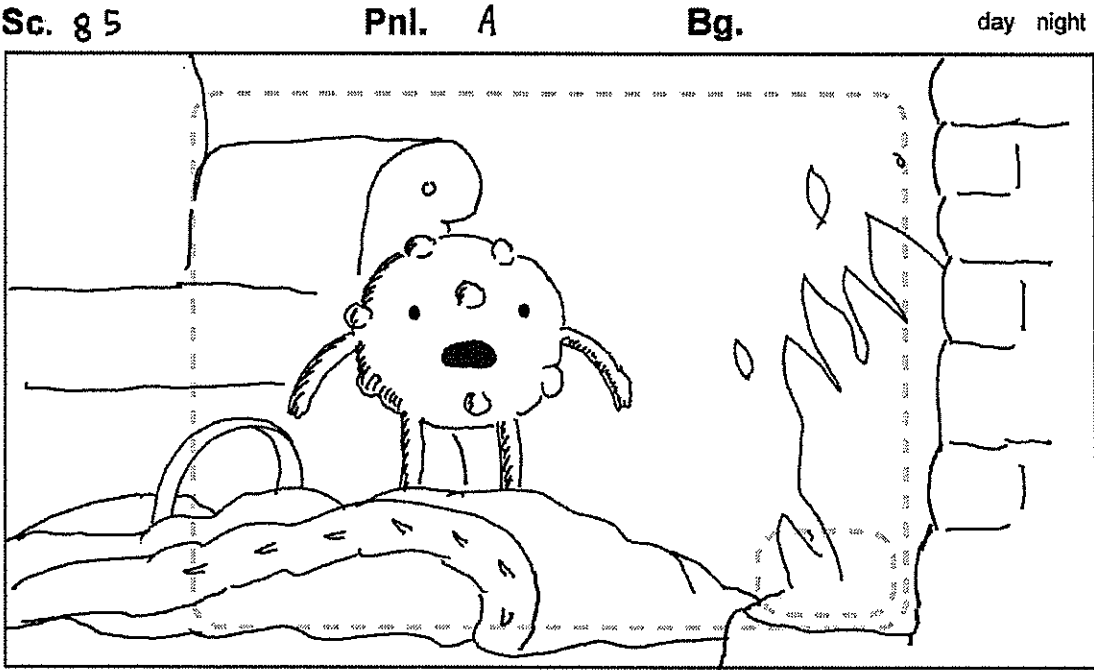
1034/219

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ADVENTURE TIME



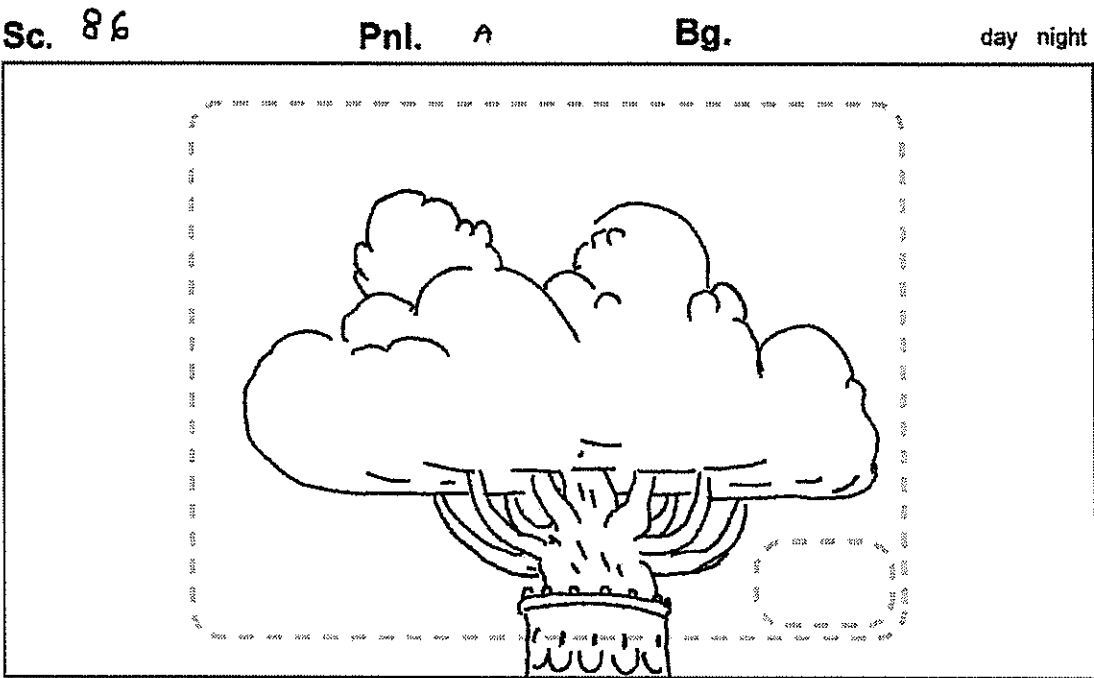
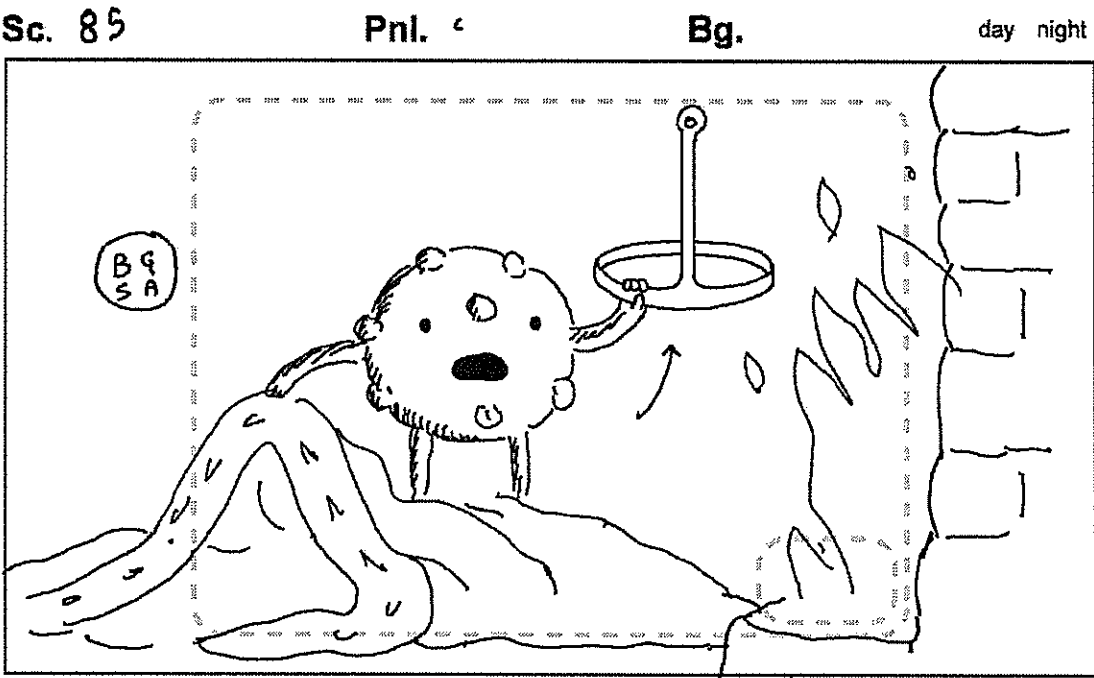
Dialog:	C AND INSTEAD OF A WAX IDOL THEY SHALL	
Action:	- CRUNCHY REACHES DOWN.	
Timing:	235	236

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ADVENTURE TIME



Dialog:	
© (cont) HAVE A TRUE PRINCESS.	© (4/5) WROUGHT OF IRON WITH TEETH OF DIAMONDS.
Action:	
Timing:	
237	238

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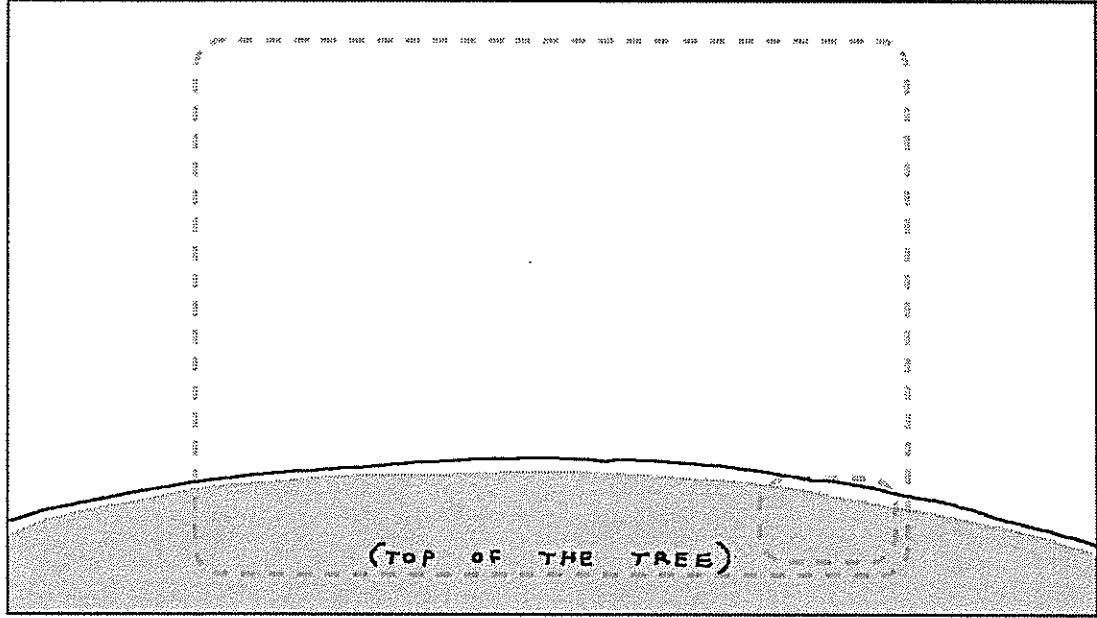


Sc. 87

Pnl. A

Bg.

day night

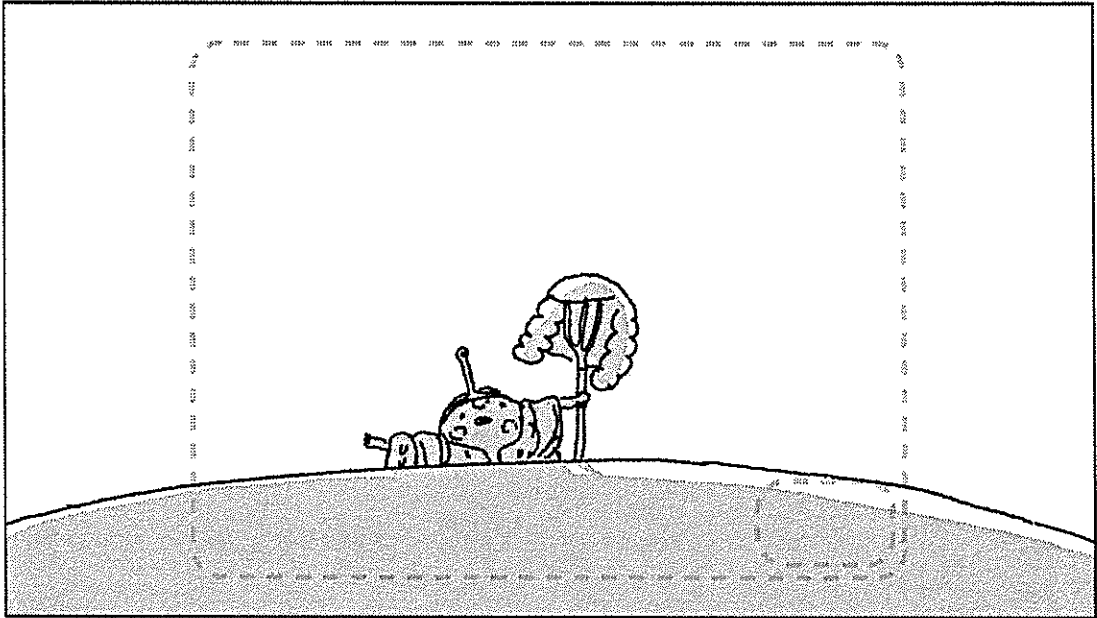


Sc. 87

Pnl. B

Bg.

day night



Dialog:	C/(CONT) HER HEART IS ICE,
Action:	- CRUNCHY CRESTS THE TREE.
Timing:	239240

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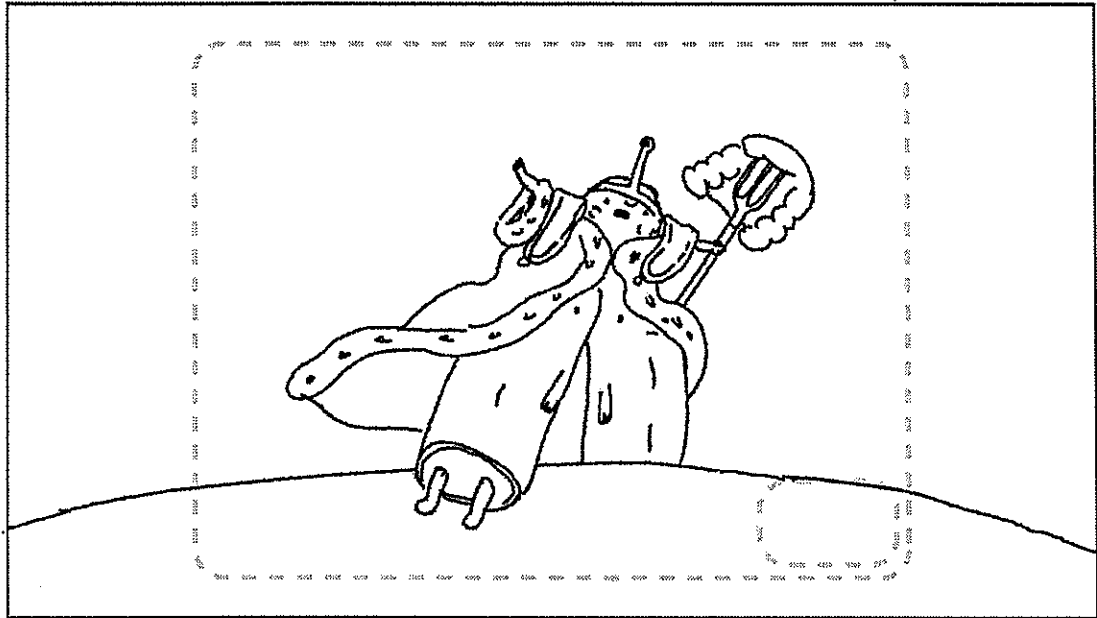


Sc. 87

Pnl. c

Bg.

day night

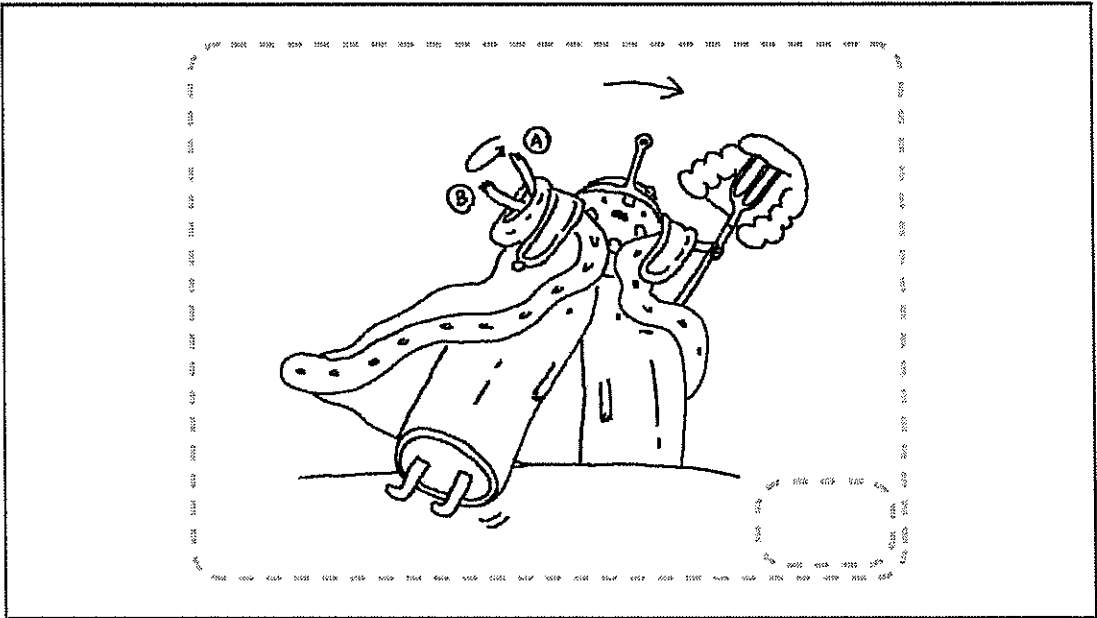


Sc. 87

Pnl. D

Bg.

day night



Dialog:	Q(ONT) HER WILL IS FIRE!
Action:	-CRUNCHY TODDLING (LEGS ARE B.GUARDS)
Timing:	241 242

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ADVENTURE TIME



Sc. 87

Pnl. E

Bg.

day night

Sc. 87

Pnl. F

Bg.

day night

Dialog:	C (CONT) PRINCESS CRUNCHY:	
Action:		
Timing:	243	244

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ADVENTURE TIME

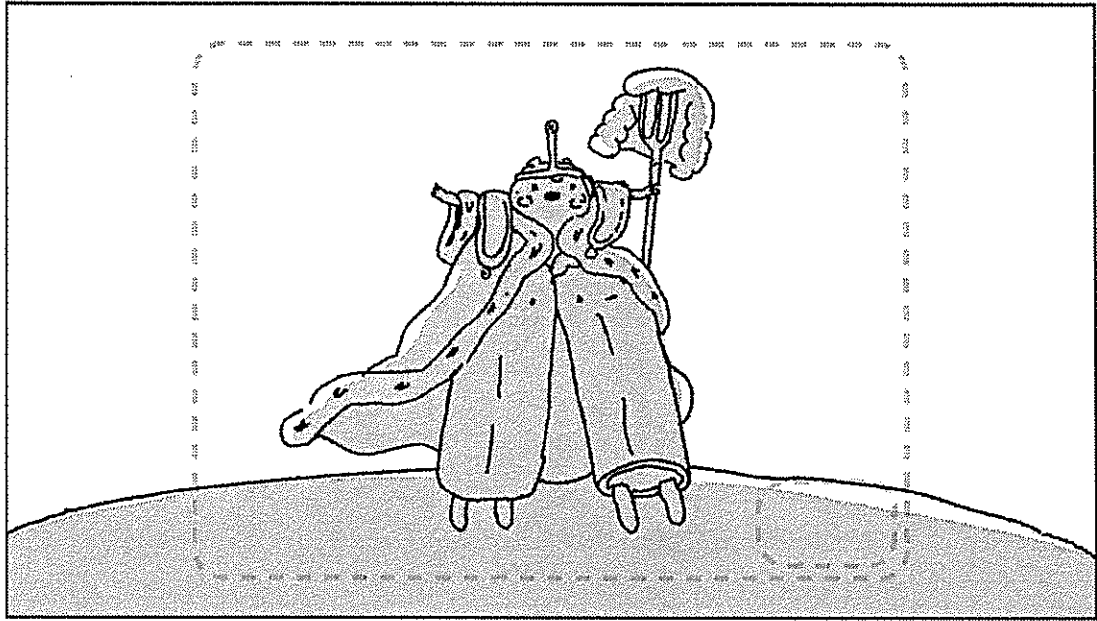


Sc. 87

Pnl. 6

Bg.

day night

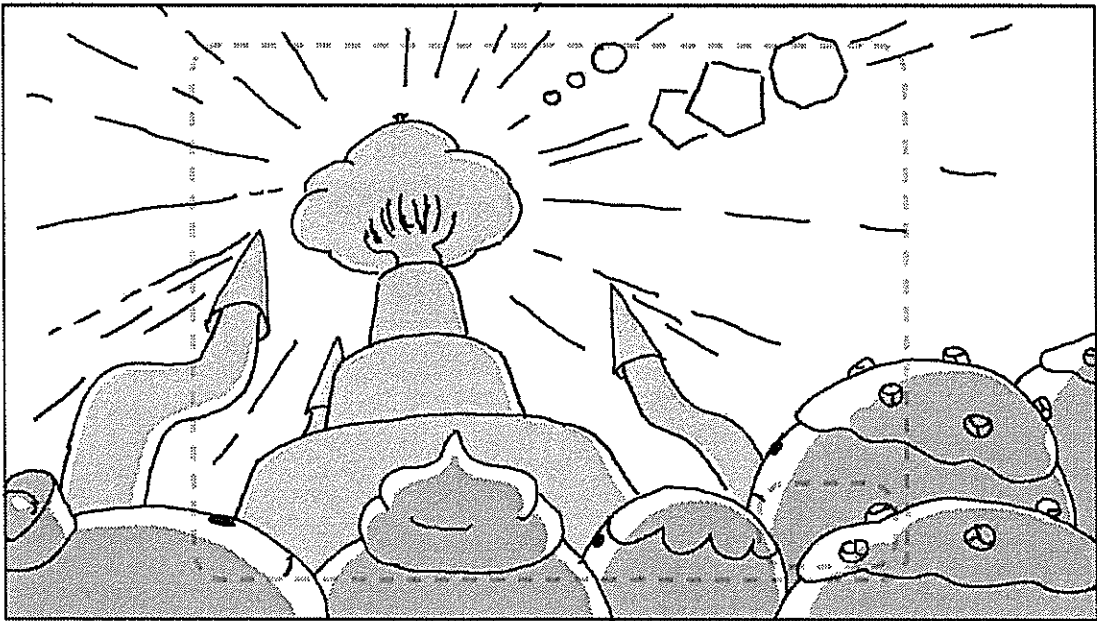


Sc. 88

Pnl. A

Bg.

day night



Dialog:

© (CONT) THE UNFORGIVING!

Action:

Timing:

245

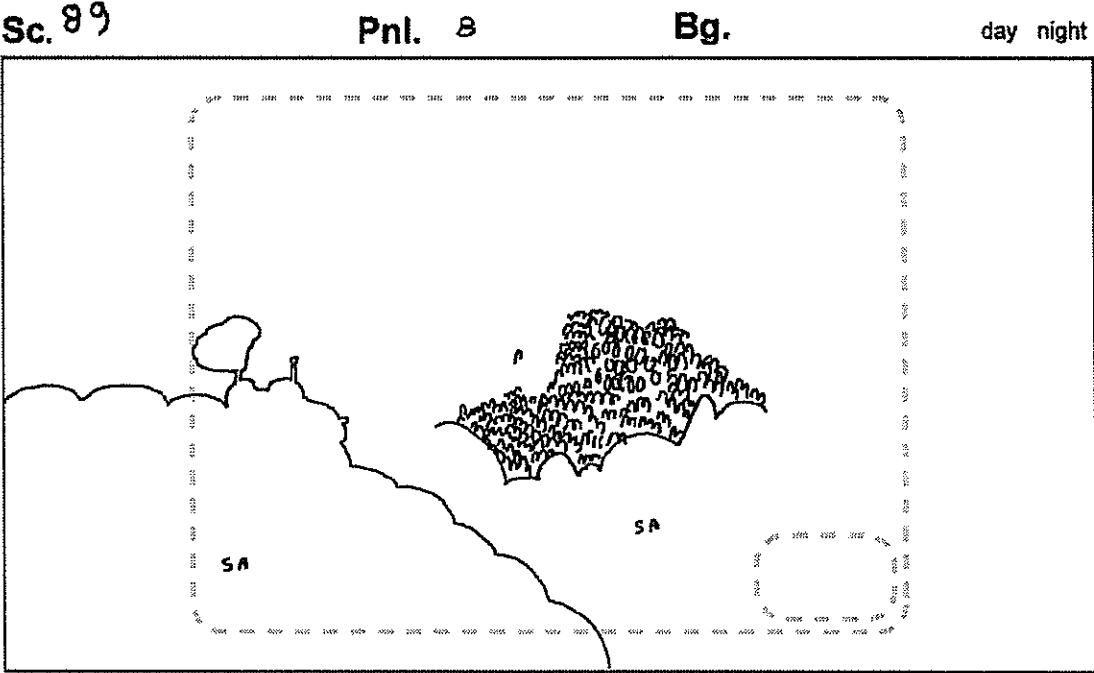
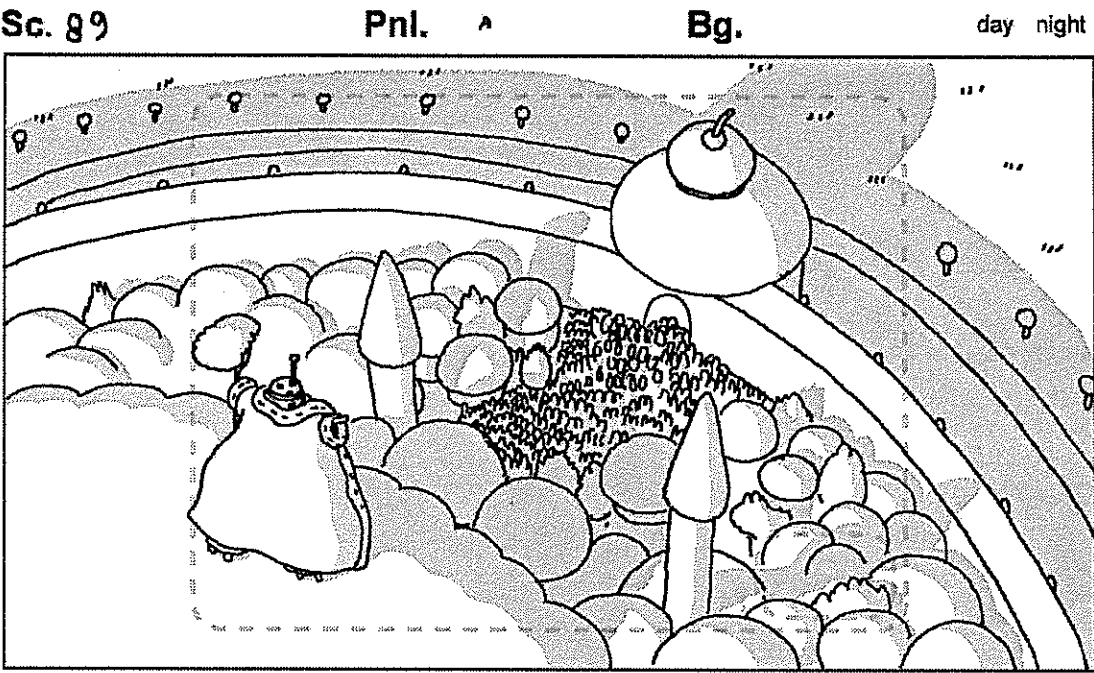
246

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ADVENTURE TIME

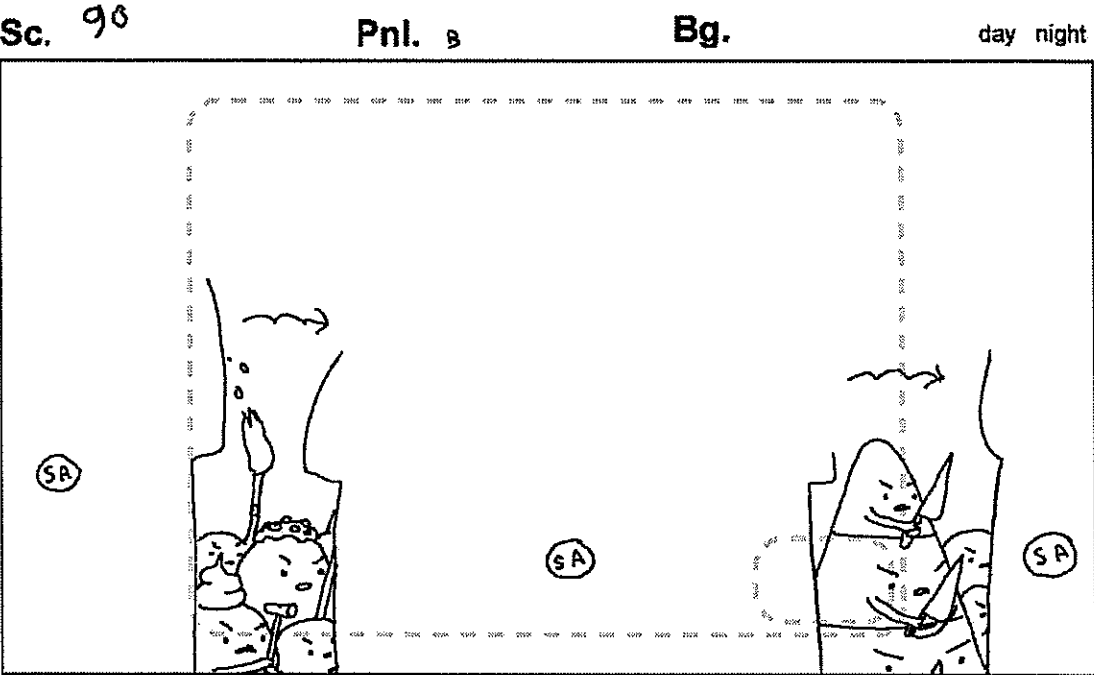
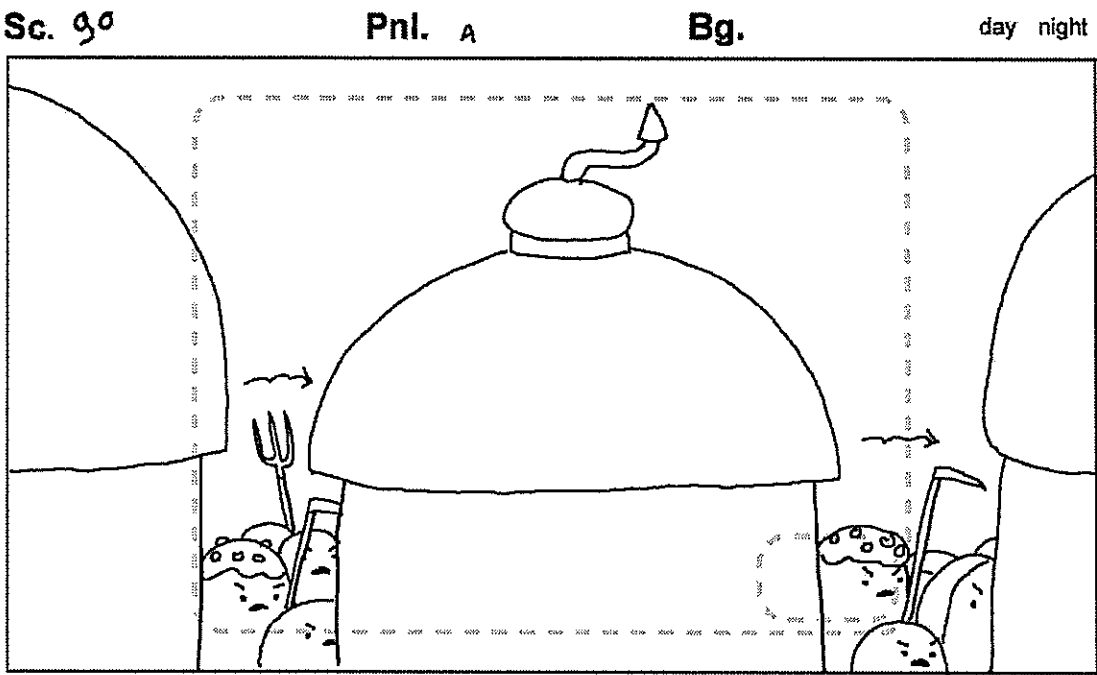


Dialog:	
Q PRINCESS CRUNCHY COMMANDS YOU , GO , FIGHT THAT THING FOR ME !	CANDY POP. CHEERS
Action:	
Timing:	
247	248

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Production :

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ADVENTURE TIME



Dialog:

(SFX / (MOB NOISES)

Action:

- P.B.G.'s HOUSE, NOT PREVIOUSLY
SEEN IN FULL.

Timing:

249 250

ADVENTURE TIME

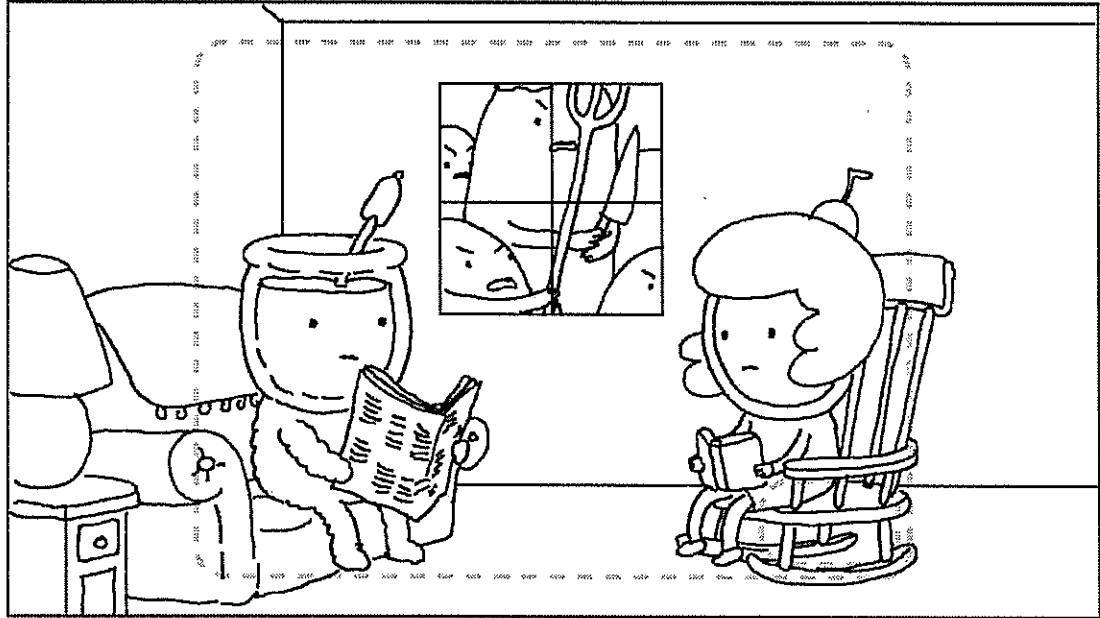


Sc. 91

Pnl. A

Bg.

day night

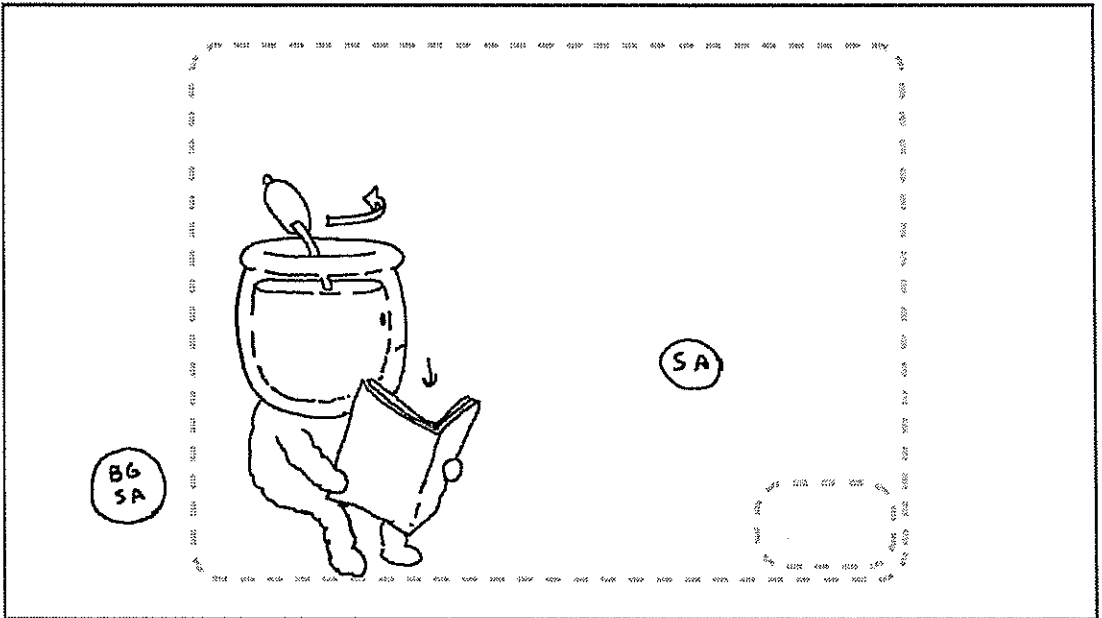


Sc. 91

Pnl. B

Bg.

day night



Dialog:

Action:

- CANDY PEOPLE STREAM BY WINDOW.

- DBG LOOKS OUT WINDOW.

Timing:

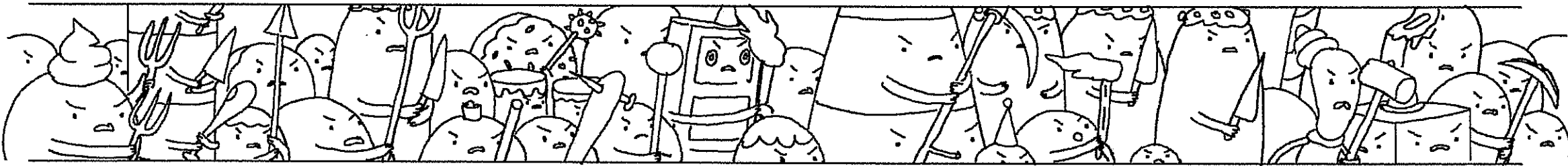
251

252

EPISODE # 1034-219

Production :

ADVENTURE TIME



CANDY MOB GOING BY THE WINDOW.
WHAT DO YOU THINK, CAN THIS BE CYCLED
OR WILL IT LOOK CHEESY?

253

254

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ADVENTURE TIME



Sc. 91

Pnl. C

Bg.

day night

Sc. 91

Pnl. D

Bg.

day night

Dialog:	
Action:	-DBG LEAPS TO HIS FEET, -CCS SNAPS HER BOOK SHUT
Timing:	255 256

EPISODE # 1034-219

Production :

ADVENTURE TIME



Sc. 91

Pnl. E

Bg.

day night

Sc. 91

Pnl. F

Bg.

day night

Dialog:
Action:
Timing: <div>257</div>
Timing: <div>258</div>

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ADVENTURE TIME

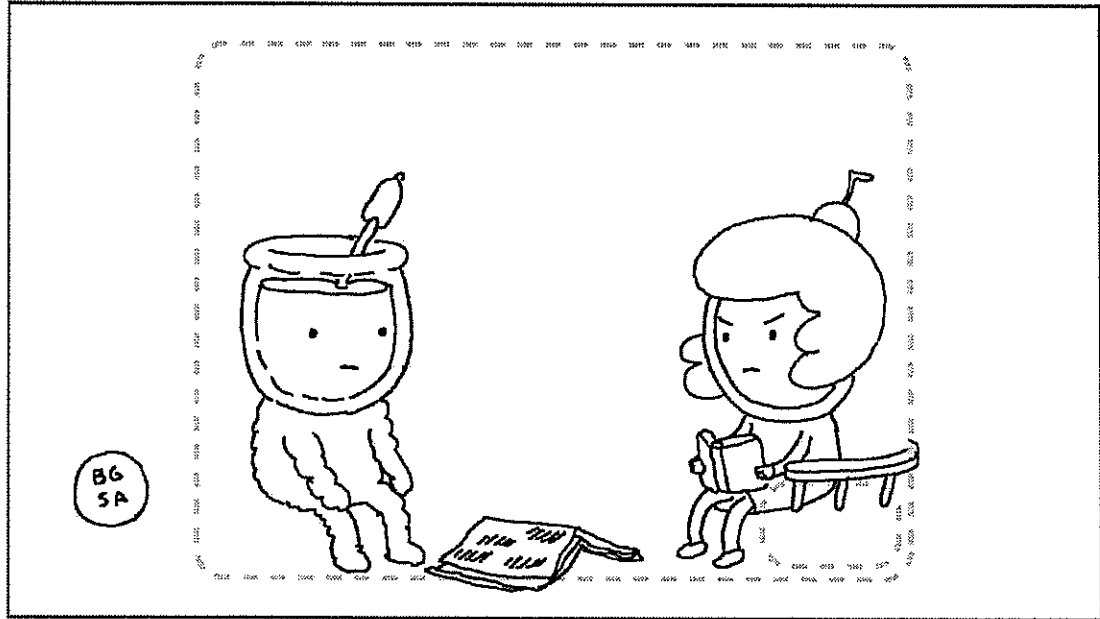


Sc. 91

Pnl. G

Bg.

day night

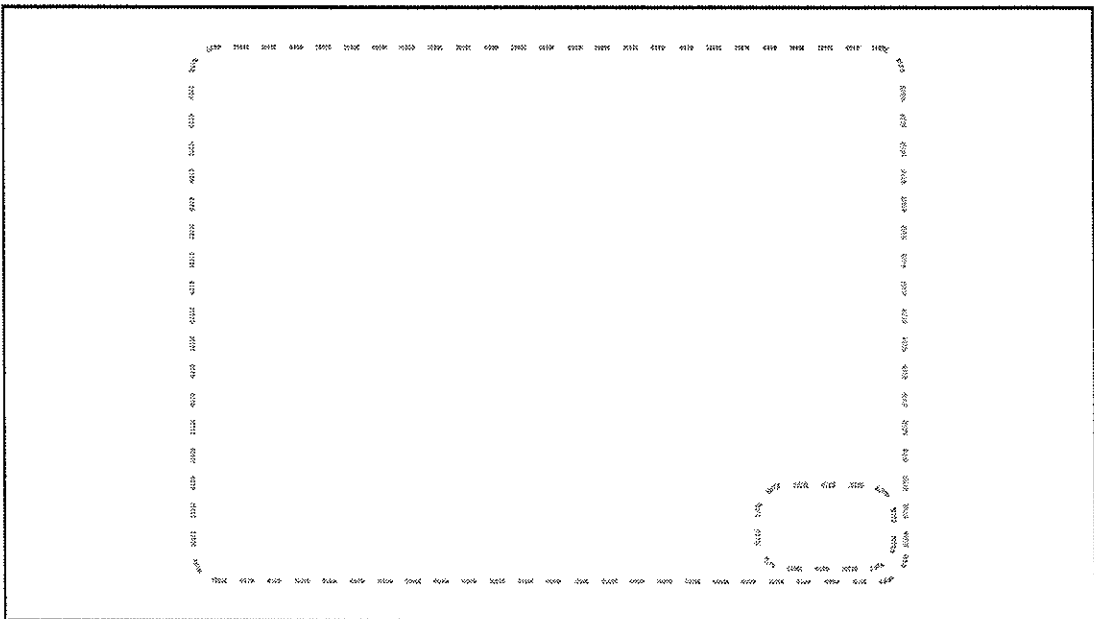


Sc. 92

Pnl. A

Bg.

day night



Dialog:

Action:

- DBG SITS DOWN AGAIN.

(SKY)

Timing:

259

260

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ADVENTURE TIME

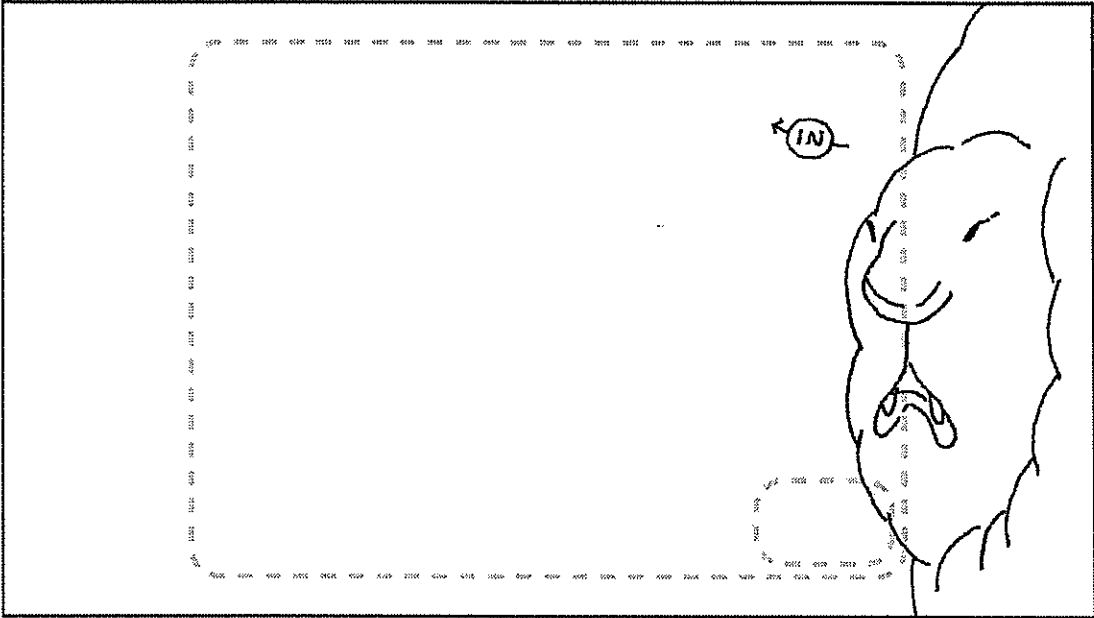


Sc. 92

Pnl. B

Bg.

day night

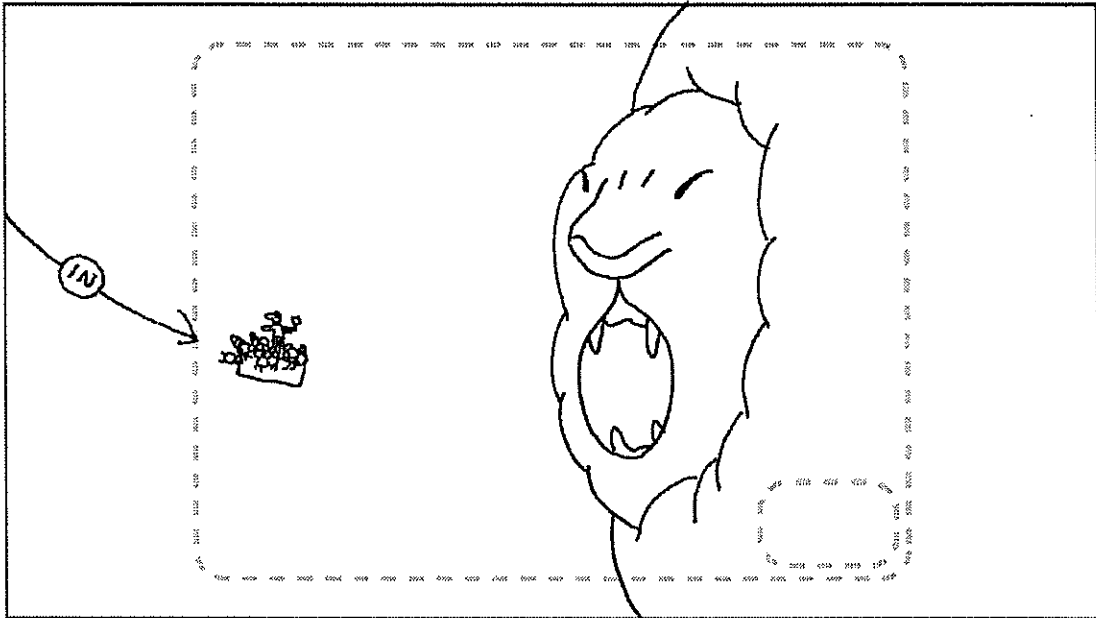


Sc. 92

Pnl. C

Bg.

day night



Dialog:

ESSENCE = ROARING =

Action:

- V.E. LOOMS ON/S.

- PB SWOOPS QW/S.

Timing:

261

262

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ADVENTURE TIME



Sc. 92

Pnl. D

Bg.

day night

Sc. 92

Pnl. E

Bg.

day night

Dialog:	ESSENCE: [ROAR] SFX: * FSHHH *
Action:	- PB LOOPS BACK, DRAGS HATCHET BEHIND HER - STEAM SHOTS OUT OF RENT.
Timing:	

263

264

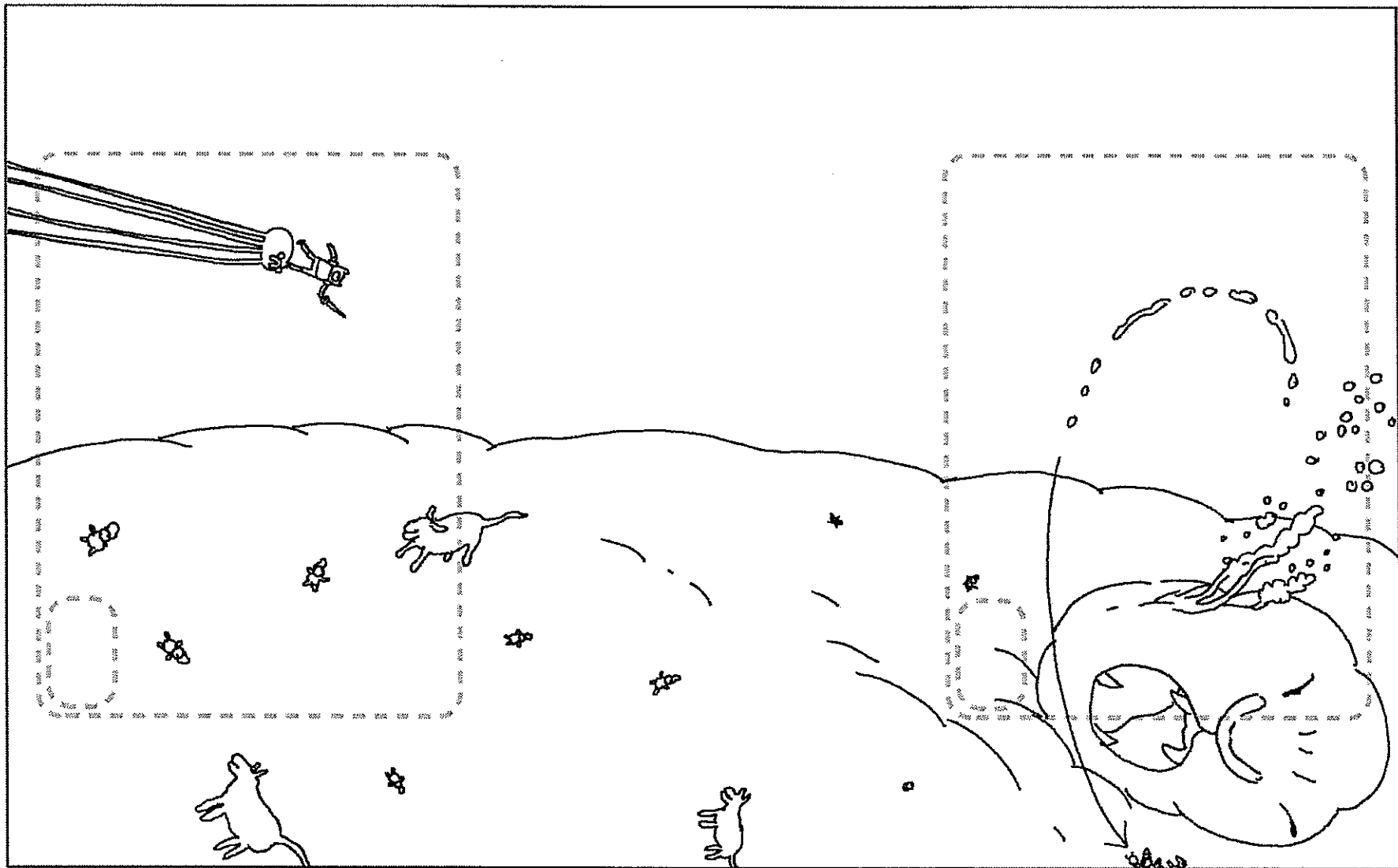
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 133



Sc. 92

Pl. F

Bg.

day night

- PAN DOWN
ESSENCE'S
BODY.

265

266

1034-219

EPISODE #

Production :

ADVENTURE TIME



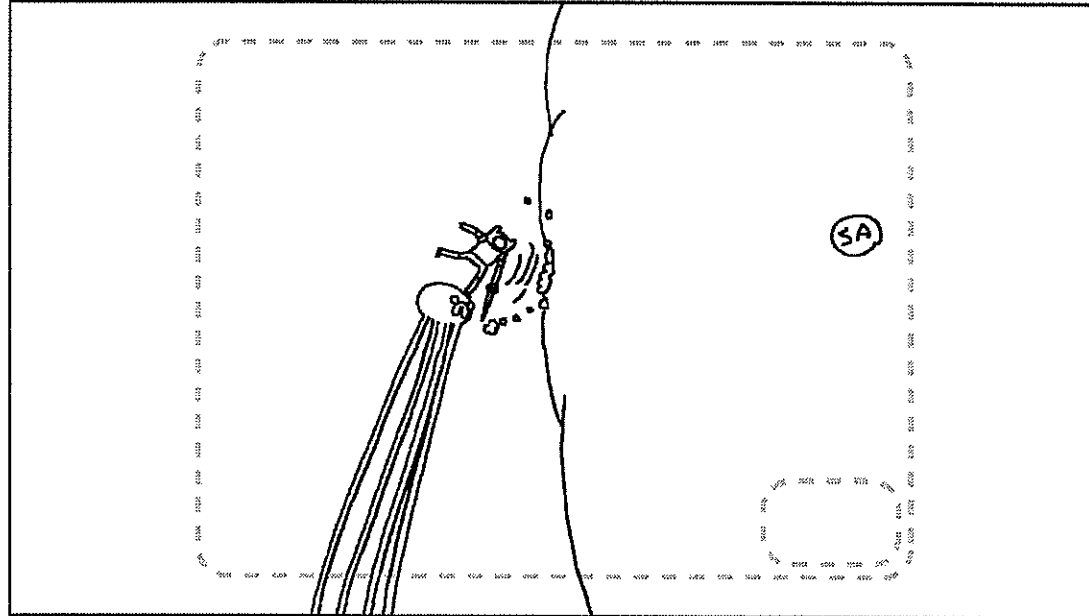
Page 134

Sc. 92

Pnl. G

Bg.

day night

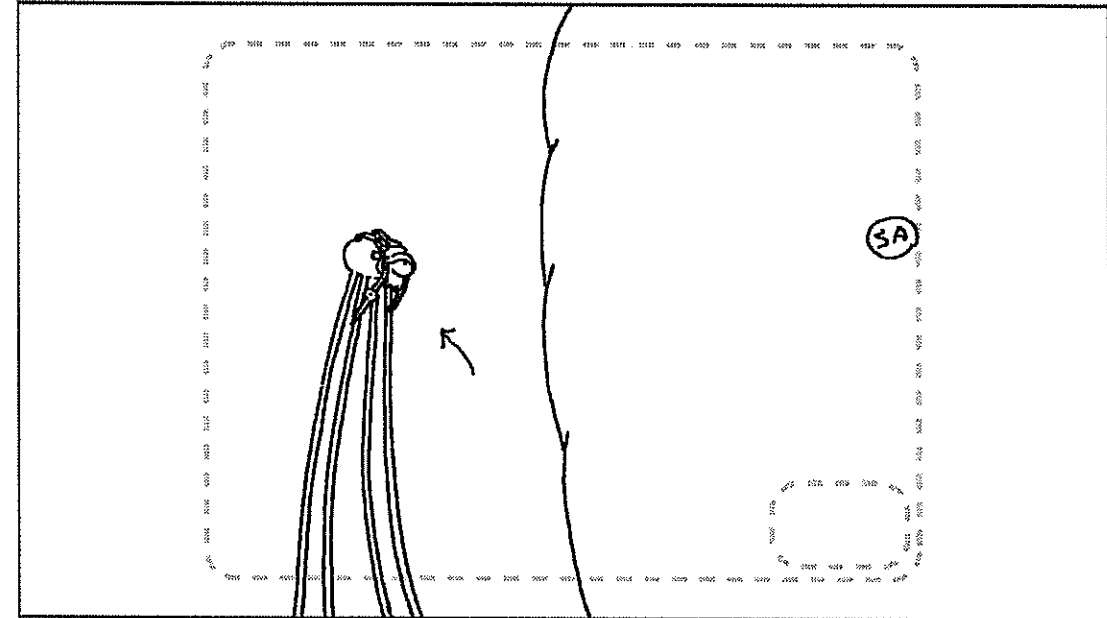


Sc. 92

Pnl. F

Bg.

day night



Dialog:

(F) UGH!

Action:

- F. CUTS AT ESSENCE
WITH STAKE SWORD,
LOSES BALANCE.

- JAKE SWAYING.

Timing:

267

268

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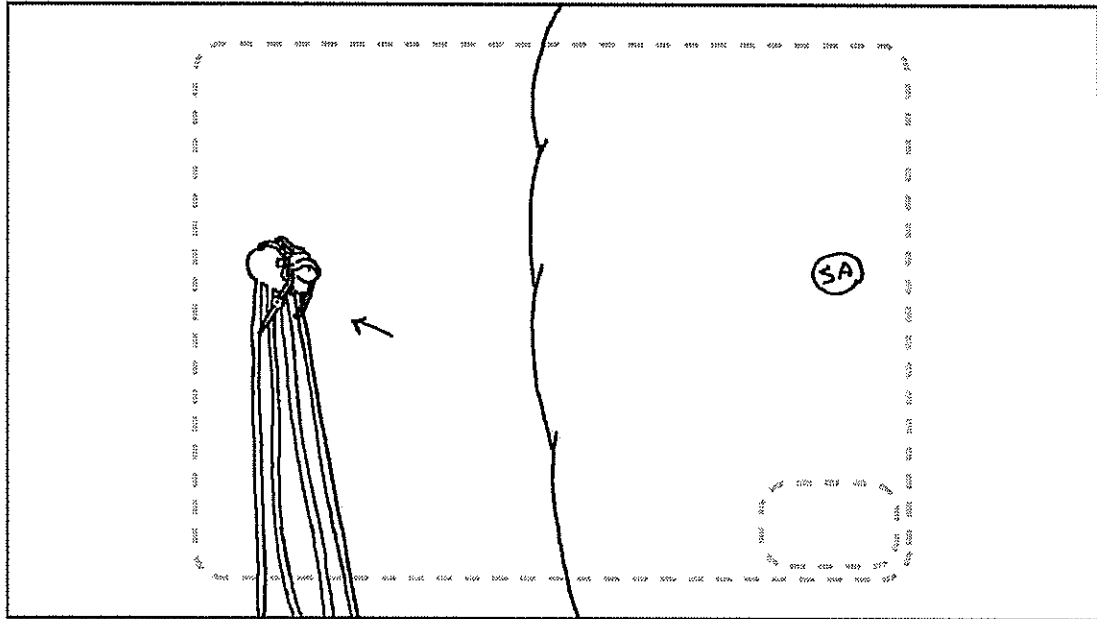


Sc. 92

Pnl. I

Bg.

day night

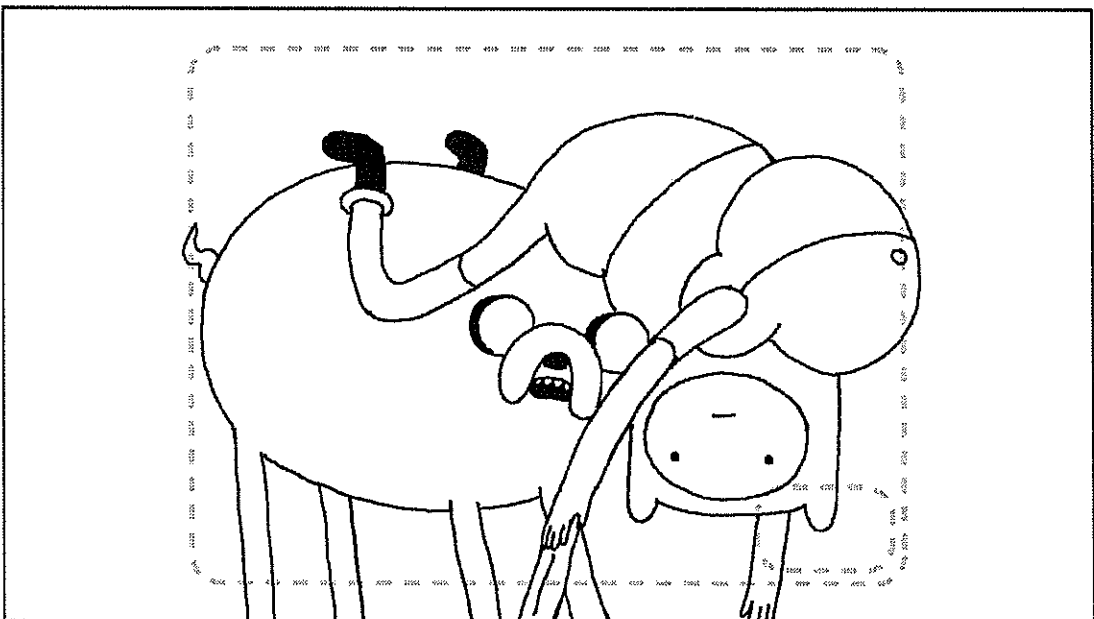


Sc. 93

Pnl. A

Bg.

day night



Dialog:

① THIS AIN'T WORKIN',
IT'S JUST FART GRABBIN'!

Action:

Timing:

269

270

1034-219

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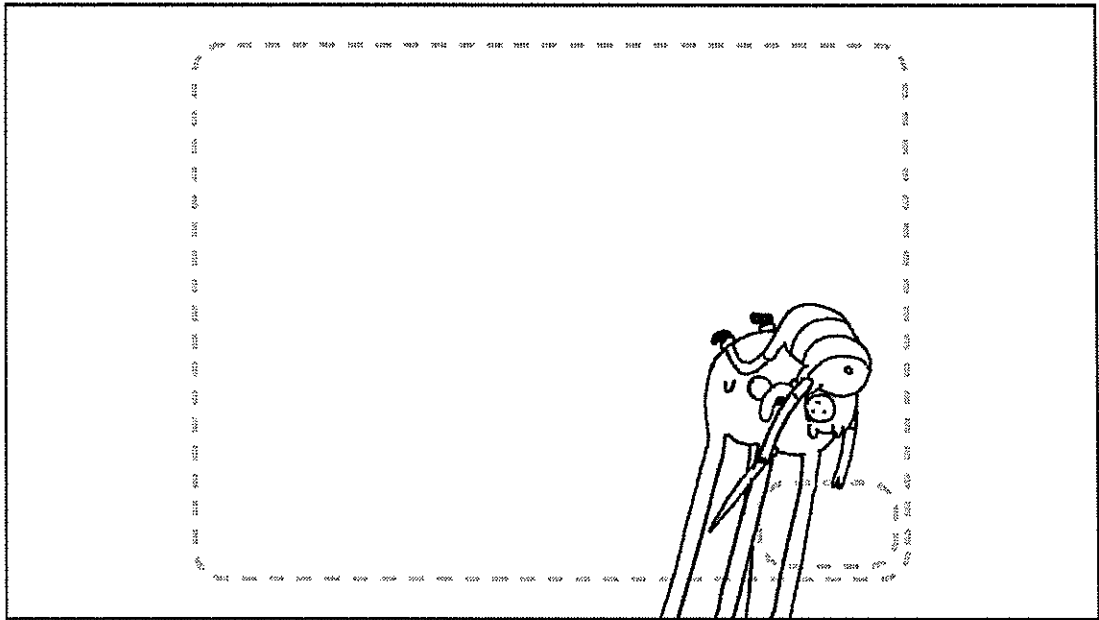


Sc. 94

Pnl. A

Bg.

day night

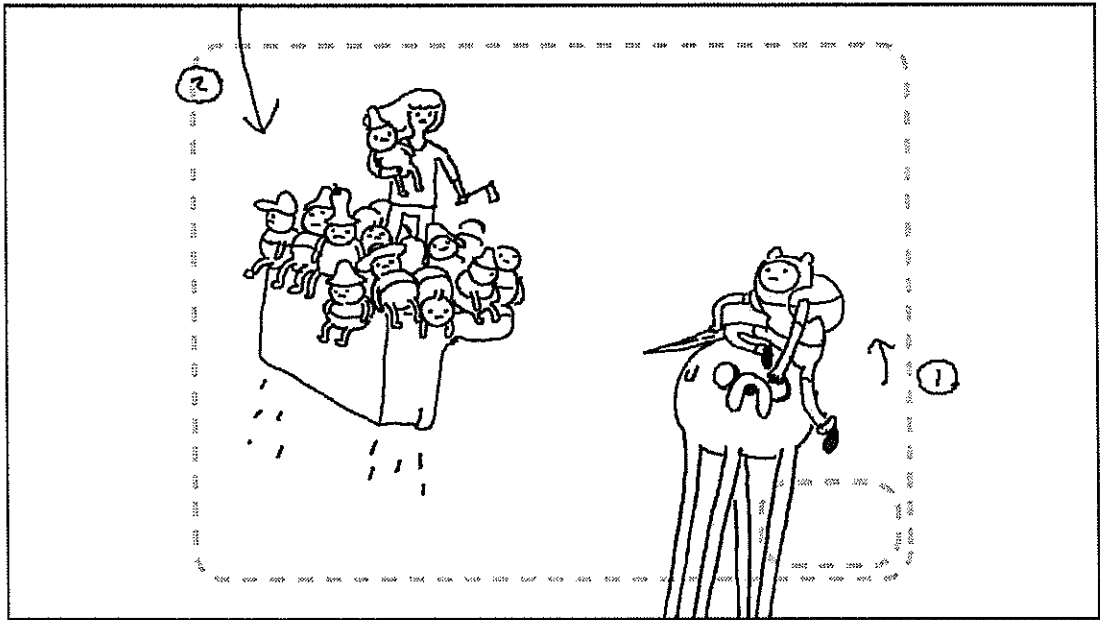


Sc. 94

Pnl. B

Bg.

day night



Dialog:

② UAH!

Action:

- F. CLIMBS UP ON JAKE.
- PB SWOOPS IN.

Timing:

271

272

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ADVENTURE TIME



Sc. 95

Pnl. A

Bg.

day night

Sc. 95

Pnl. B

Bg.

day night

Dialog:

B/ DUDES I DON'T KNOW!

Action:

Timing:

273

274

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ADVENTURE TIME



Sc. 95

Pnl. C

Bg.

day night

Sc. 95

Pnl. D

Bg.

day night

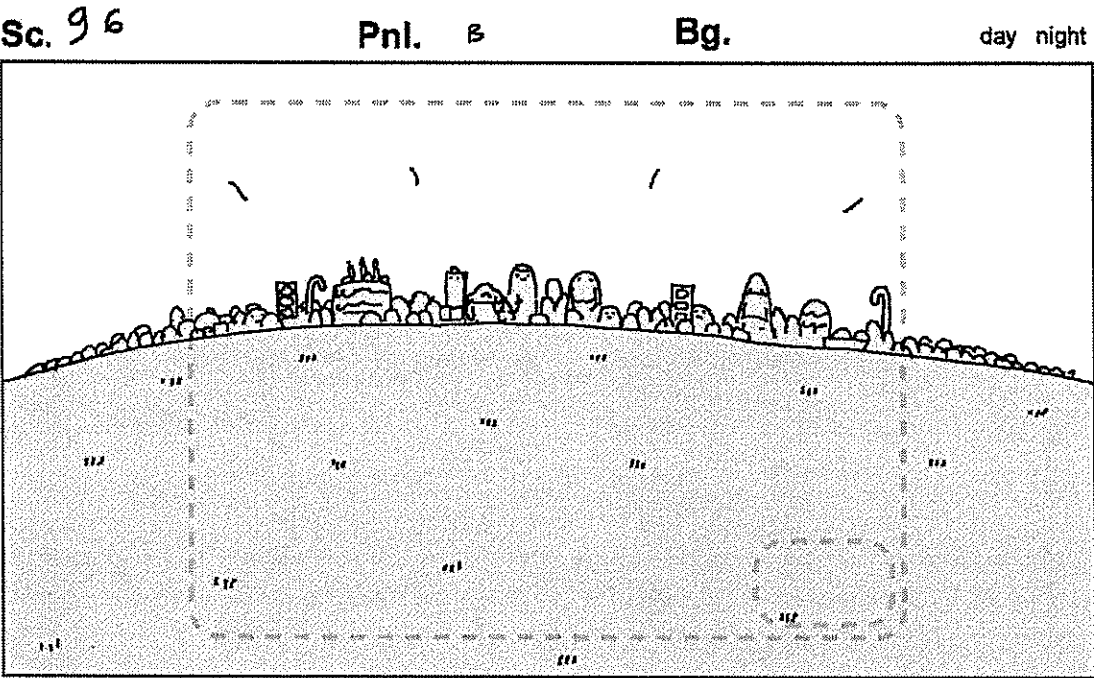
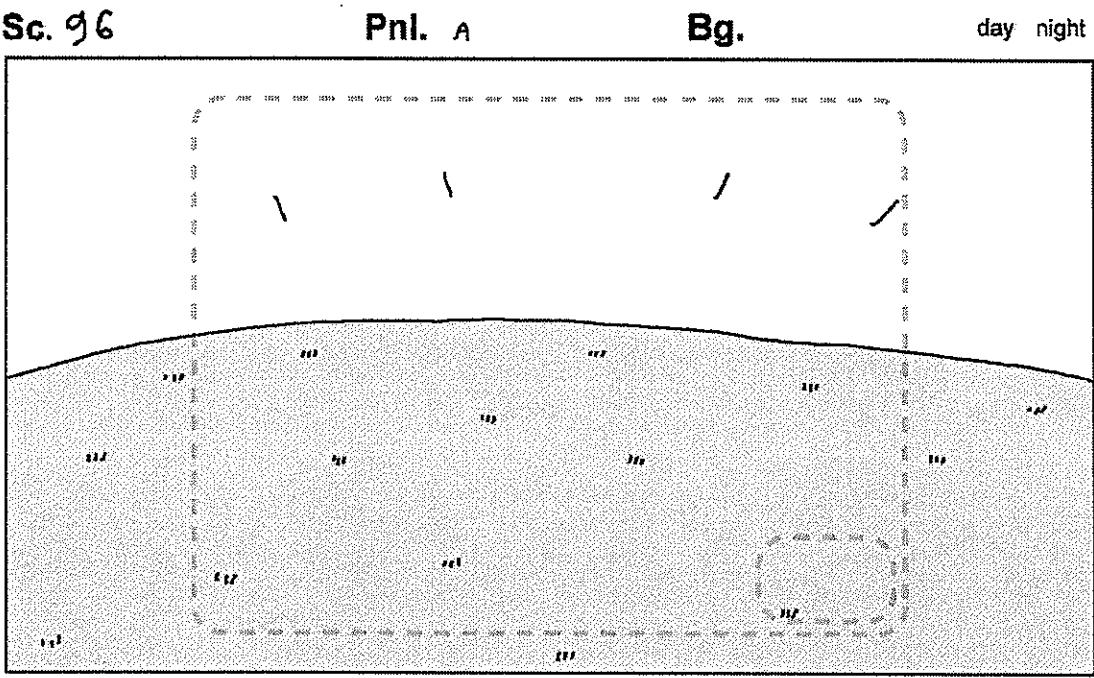
Dialog:
E LOOK !
Action:
Timing:
275
276

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ADVENTURE TIME



Dialog:
Action: <p>(IS THIS EXCESSIVE BACKLIGHTING?)</p> <p>- CANDY PEOPLE APPEAR OVER HILL.</p>
Timing: <p>277</p> <p>278</p>

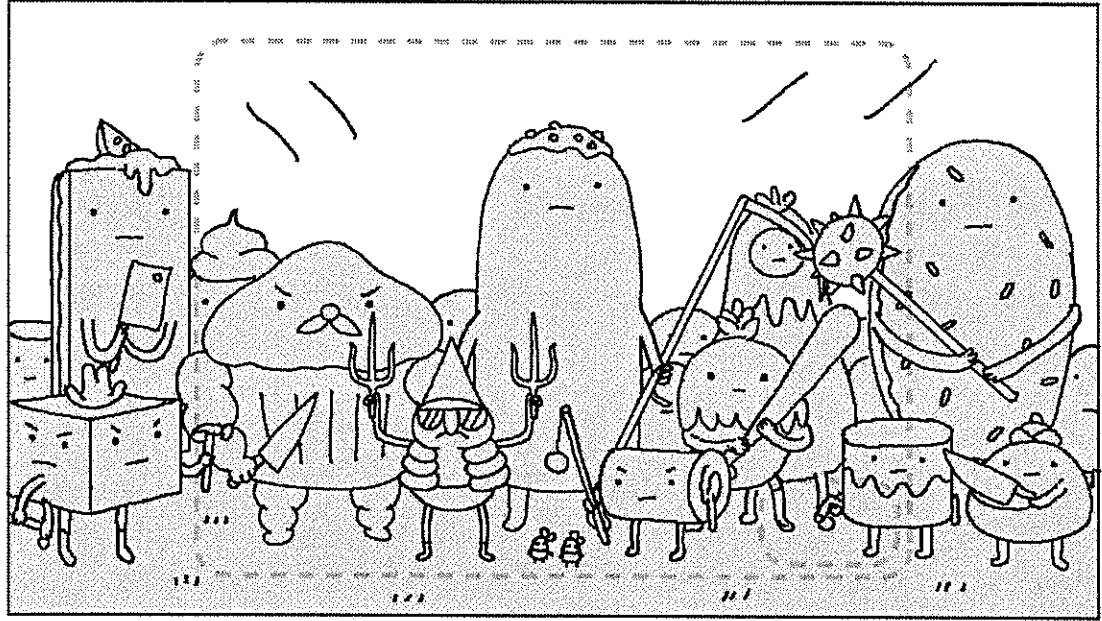
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Production :

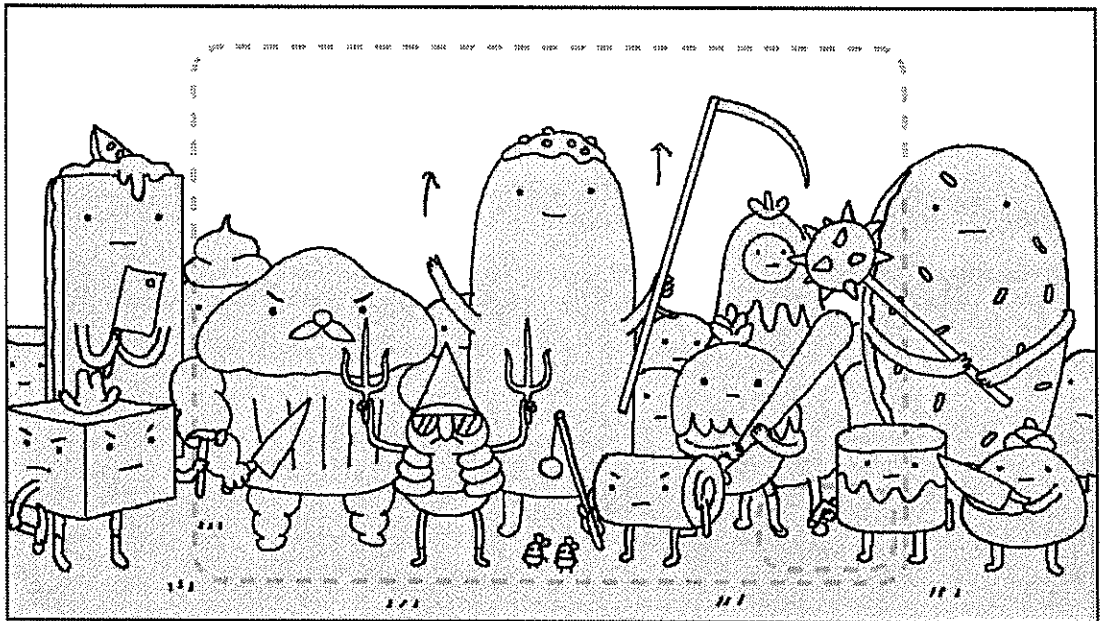
ADVENTURE TIME



Sc. 97 Pnl. Bg. day night



Sc. 97 Pnl. Bg. day night



Dialog:
Action:
Timing:
279
280

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ADVENTURE TIME



Sc. 98

Pnl. A

Bg.

day night

Sc. 98

Pnl. B

Bg.

day night

Dialog:
Action:
Timing:

281

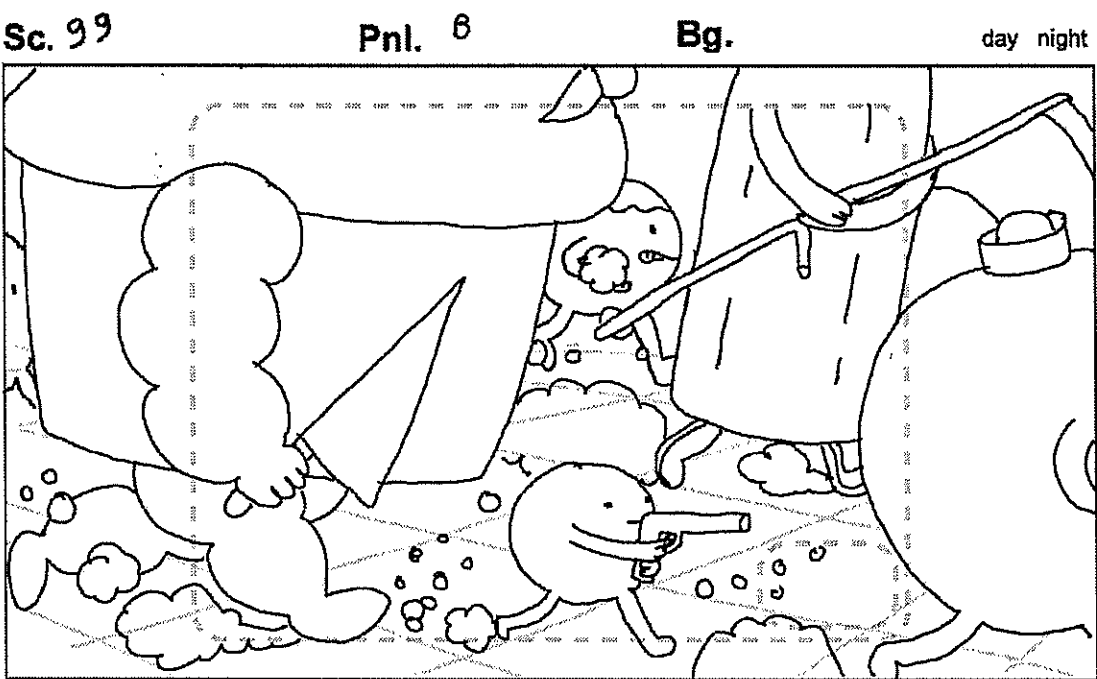
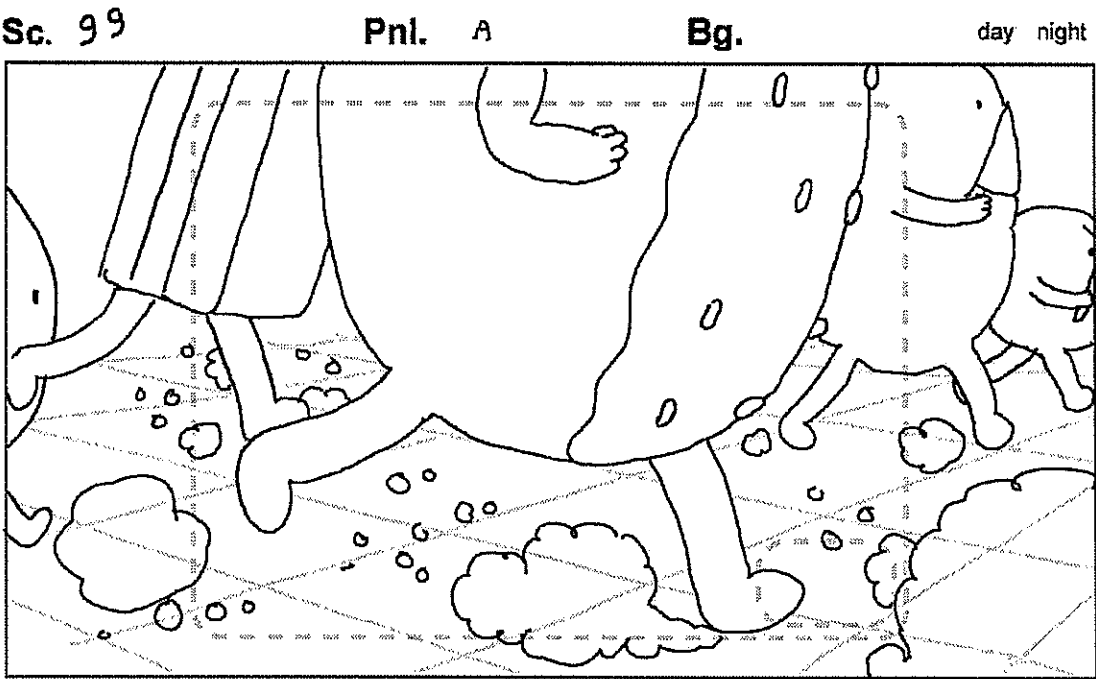
282

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ADVENTURE TIME

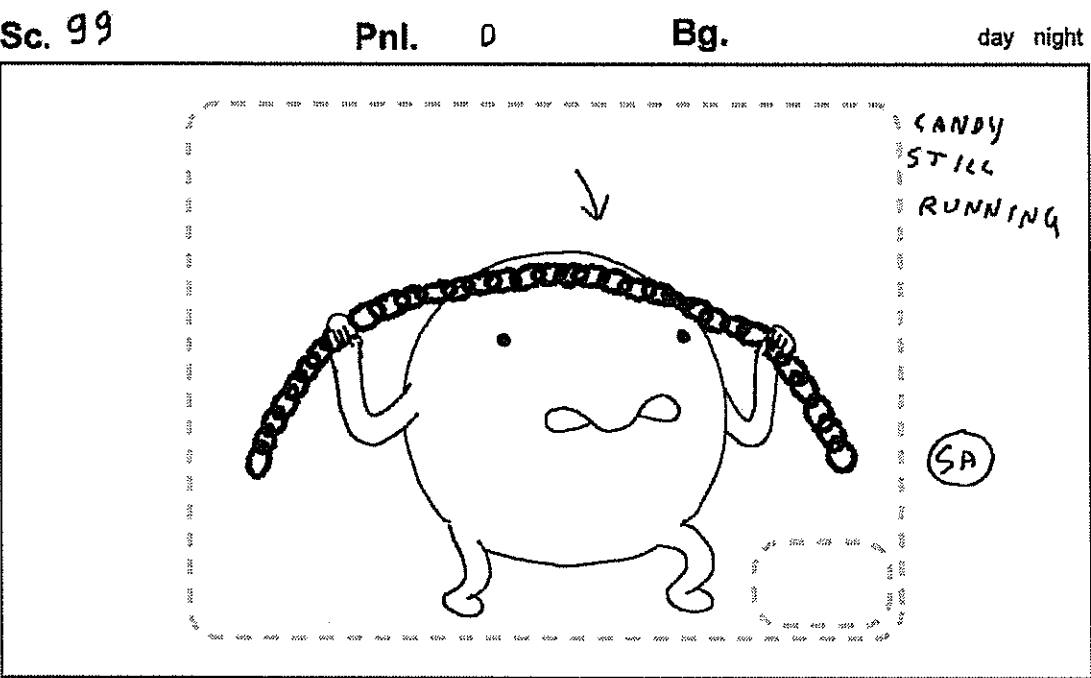
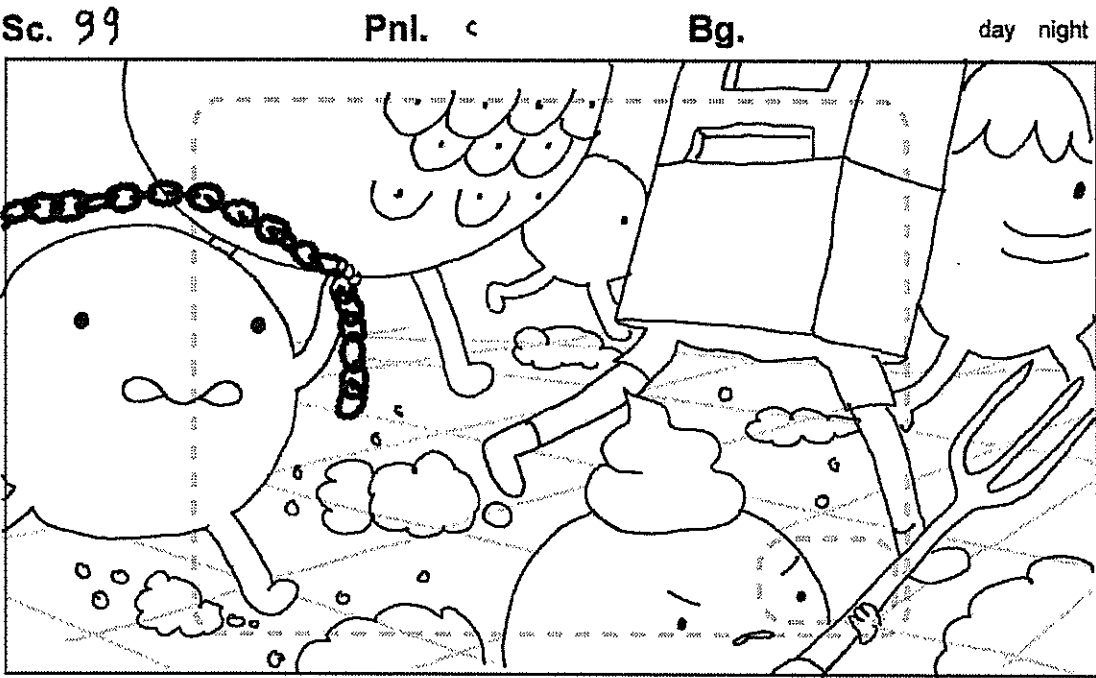


Dialog:	
Action:	-CANDY PEOPLE 'STREAM FORWARD.
Timing:	283 284

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ADVENTURE TIME



Dialog:
Action: - STARCHY RUNS ON/S.
Timing:
285
286

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ADVENTURE TIME



Sc. 99 Pnl. E Bg. day night

STILL
RUNNING

SA

Sc. 99 Pnl. F Bg. day night

Dialog:	<p>OR</p>	
Action:		- S. RUNS OFF/S.
Timing:		

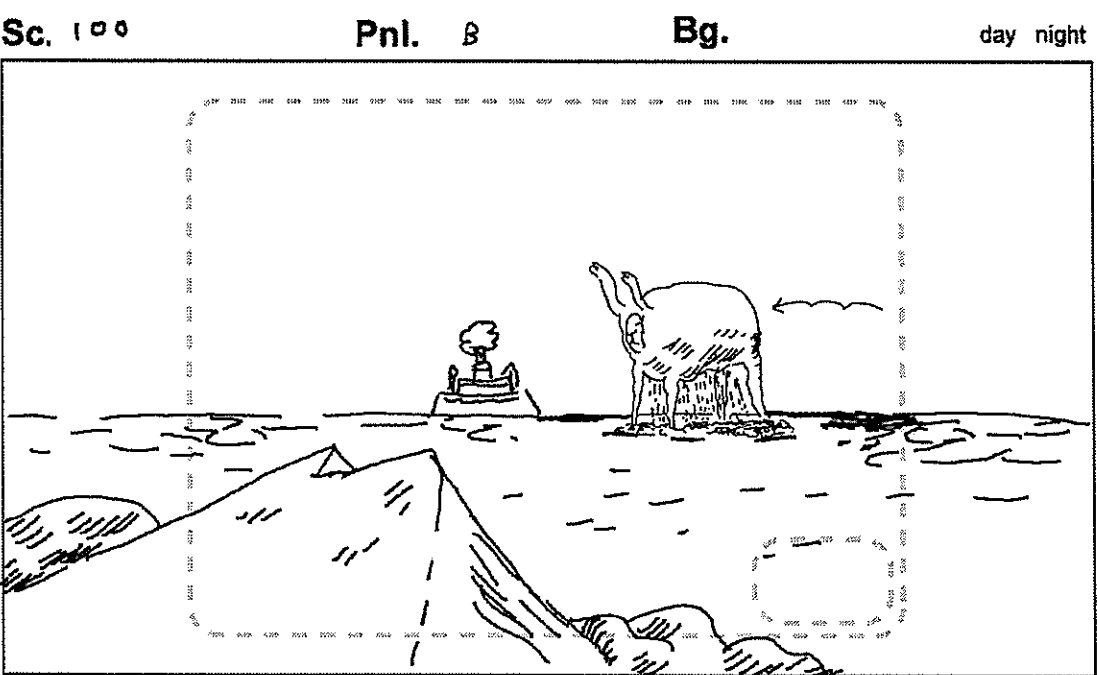
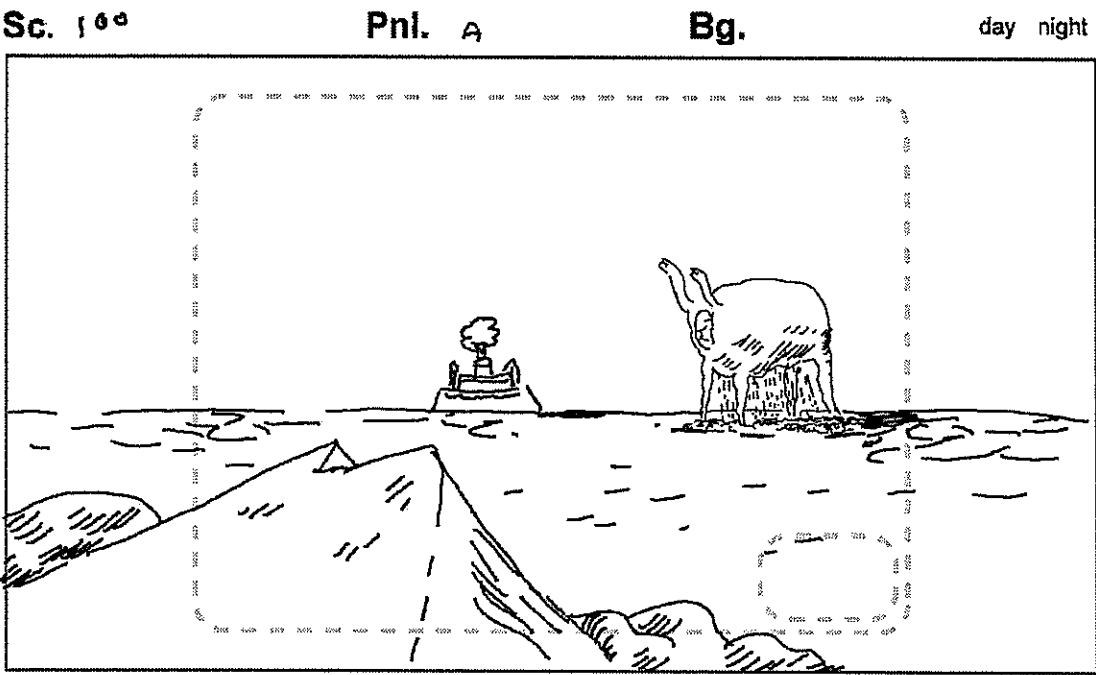
287 288

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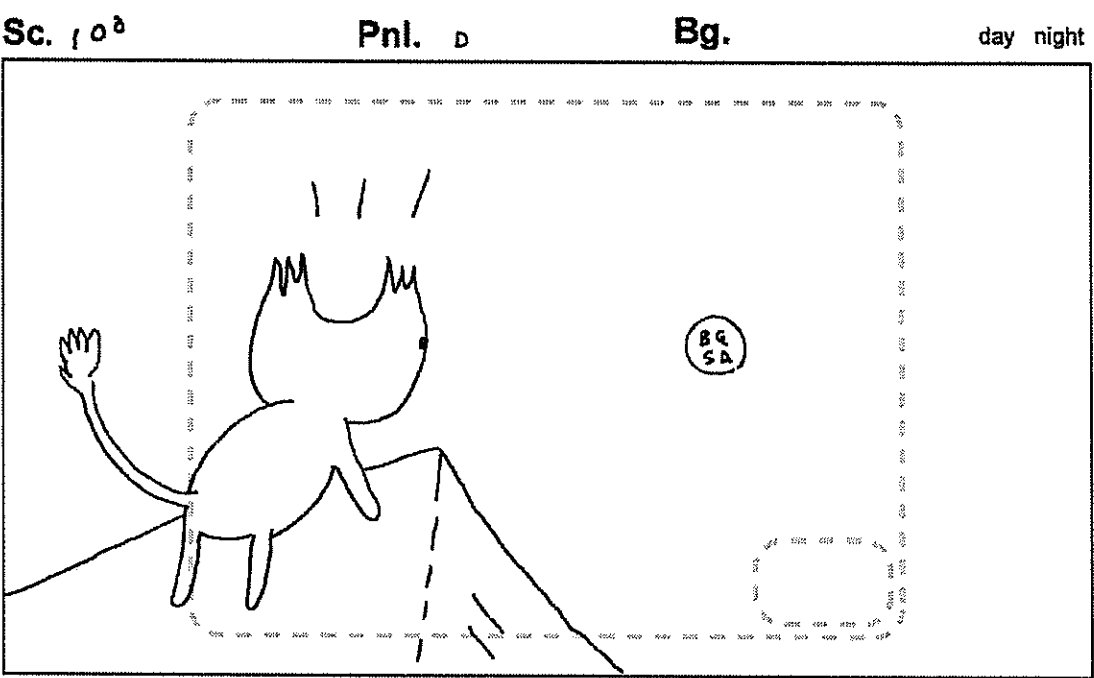
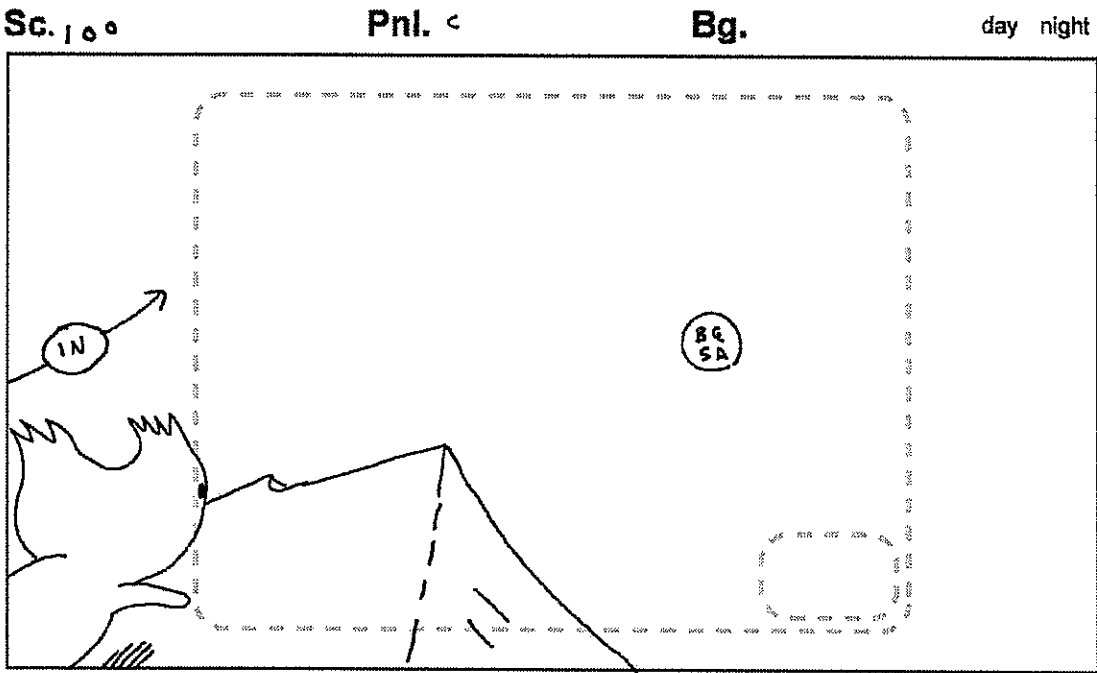


Dialog:	
Action:	- ESSENCE MARCHES TOWARDS C. KINGDOM.
Timing:	
289	290

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ADVENTURE TIME



Dialog:
Action: - FLAMBO RUNS QN/S.
Timing:

291 292

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ADVENTURE TIME



Sc. 100

Pnl. E

Bg.

day night

Sc. 101

Pnl. A

Bg.

day night

Dialog:	
Action:	- FLAMBO RUNS OFF/S. - FLAMBO RUNS OVER HILL.
Timing:	293 294

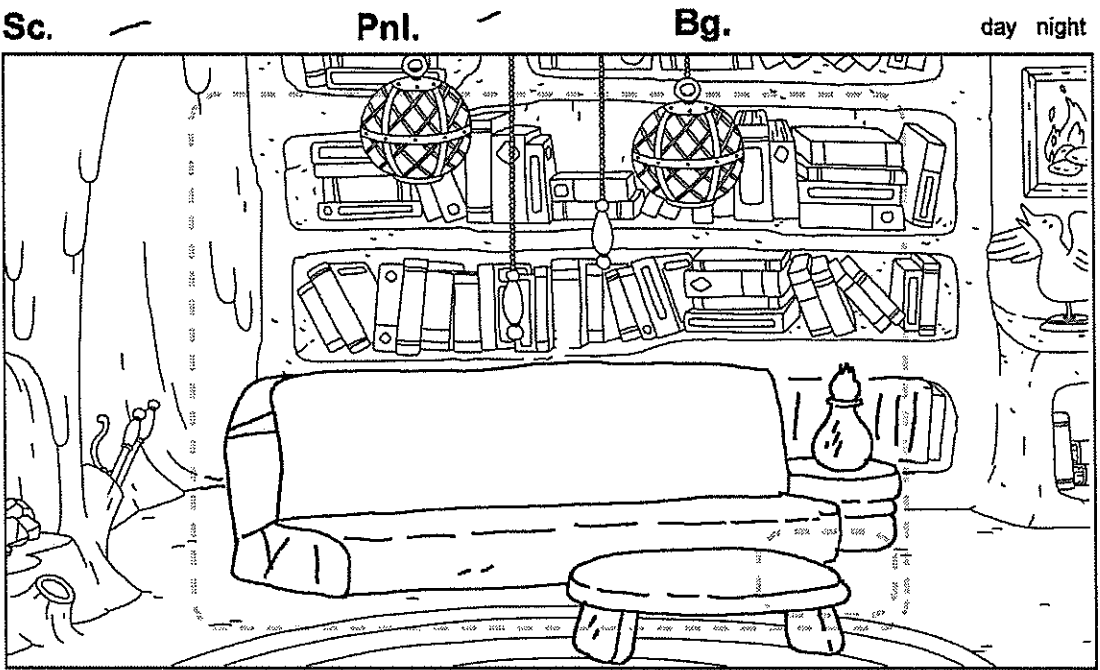
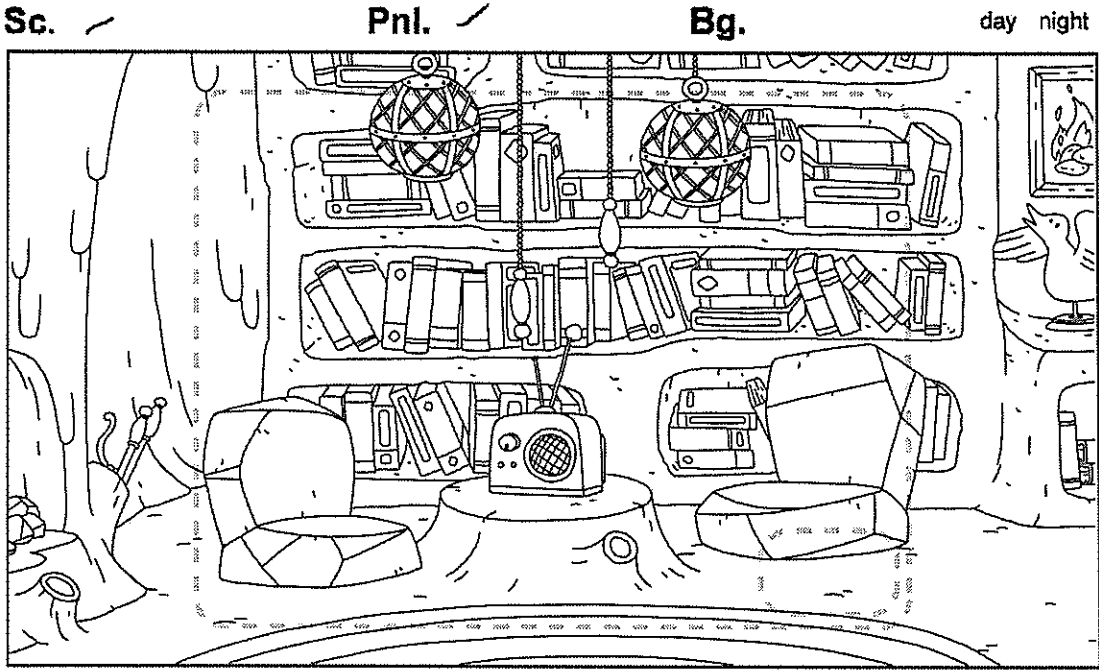
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ADVENTURE TIME



BG REF.



Dialog:

Action: BG FROM 'JAKE THE BRICK', BUT WITH A SOFA.

Timing:

295 296

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ADVENTURE TIME

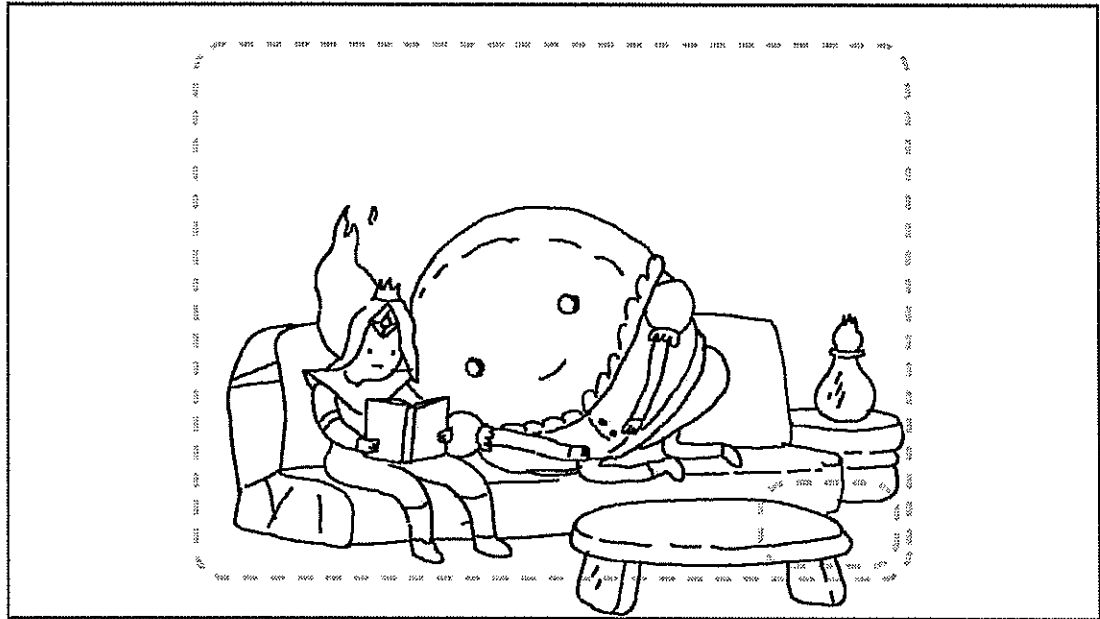


Sc. 102

Pnl. A

Bg.

day night

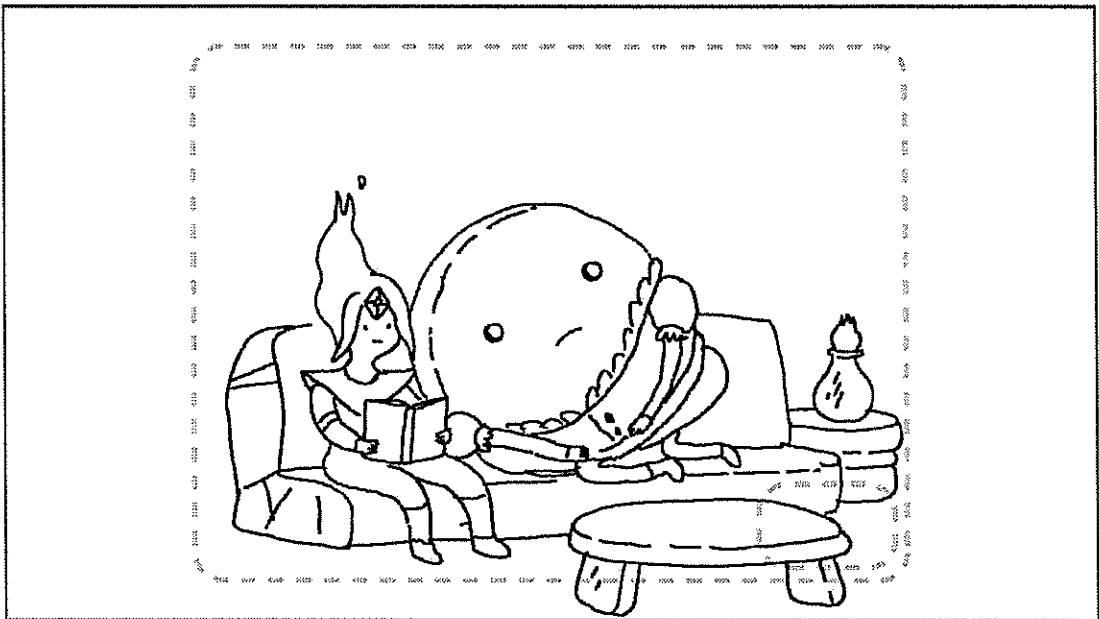


Sc. 102

Pnl. B

Bg.

day night



Dialog:

(SFX) TAP TAP TAP

Action:

- FP IS READING TO C.BUN.

- THEY LOOK UP.

Timing:

297

298

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ADVENTURE TIME



Sc. 103

Pnl. A

Bg.

day night

Sc. 103

Pnl. B

Bg.

day night

Dialog:
Action: — FLAMBO PAWING AT THE GLASS, (A B A B A)
Timing: 299 300

1034-219

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ADVENTURE TIME

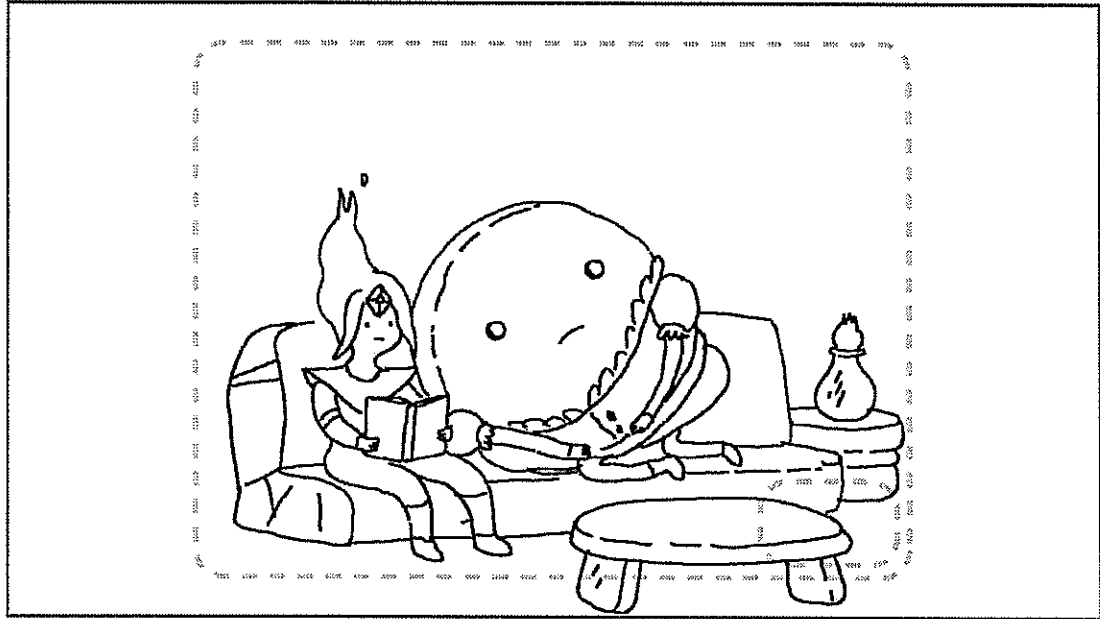


Sc. 104

Pnl. A

Bg.

day night

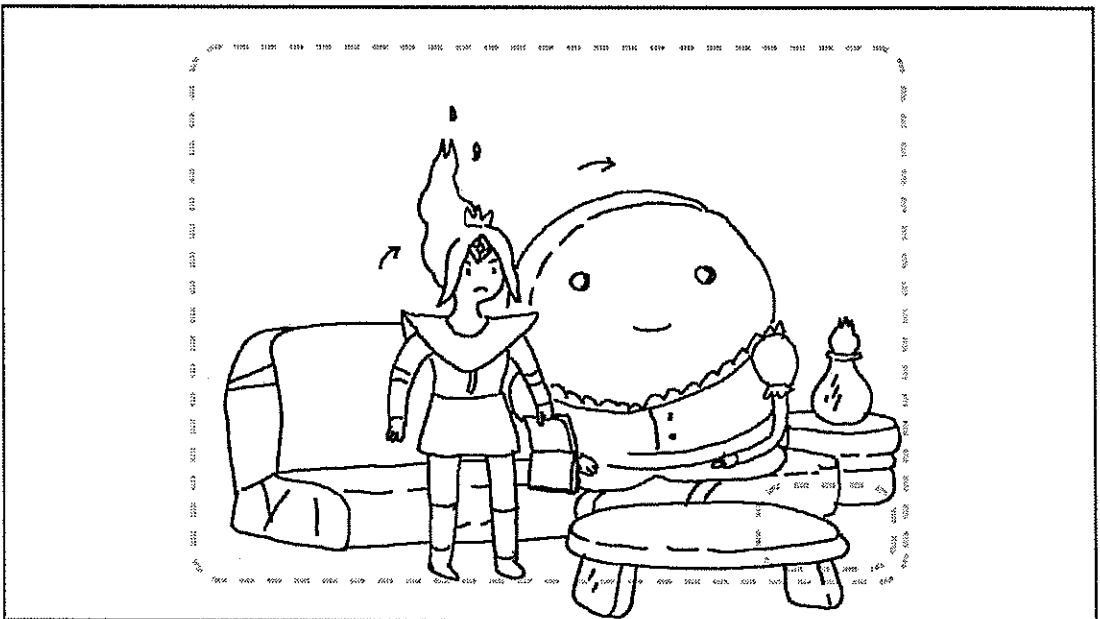


Sc. 104

Pnl. B

Bg.

day night



Dialog:

Action:

-F.P. JUMPS TO HER FEET.

Timing:

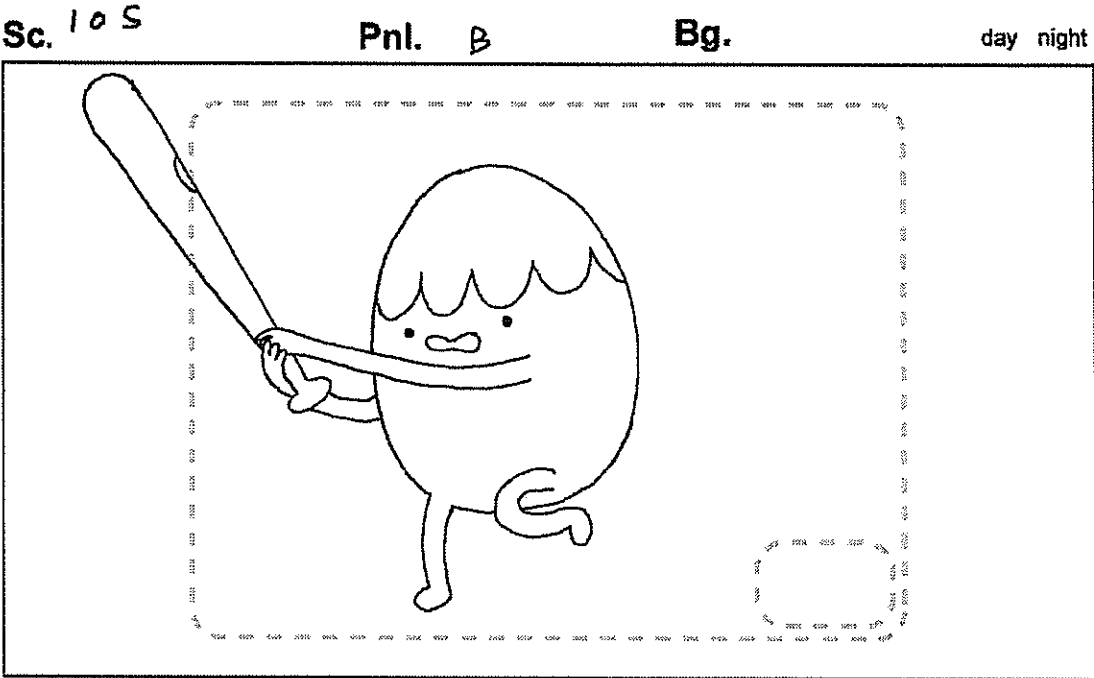
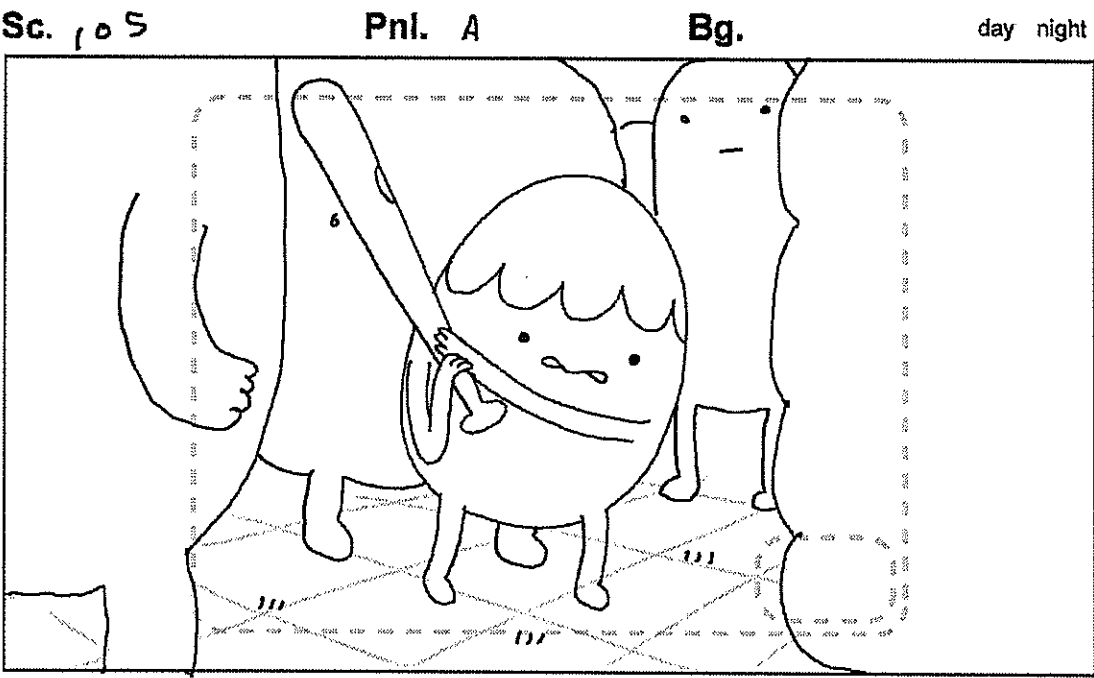
301

302

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ADVENTURE TIME



Dialog:	
Action: - CHGT ANTICS W/BAT.	
Timing: 303	304

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ADVENTURE TIME



Sc. 106

Pnl. A

Bg.


day night

Sc. 106

Pnl. B

Bg.

day night

Dialog:	
Action:	- CHOT SWINGS BAT AT ESSENCE, 
Timing:	
305	306

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Sc. 307

Pnl. A

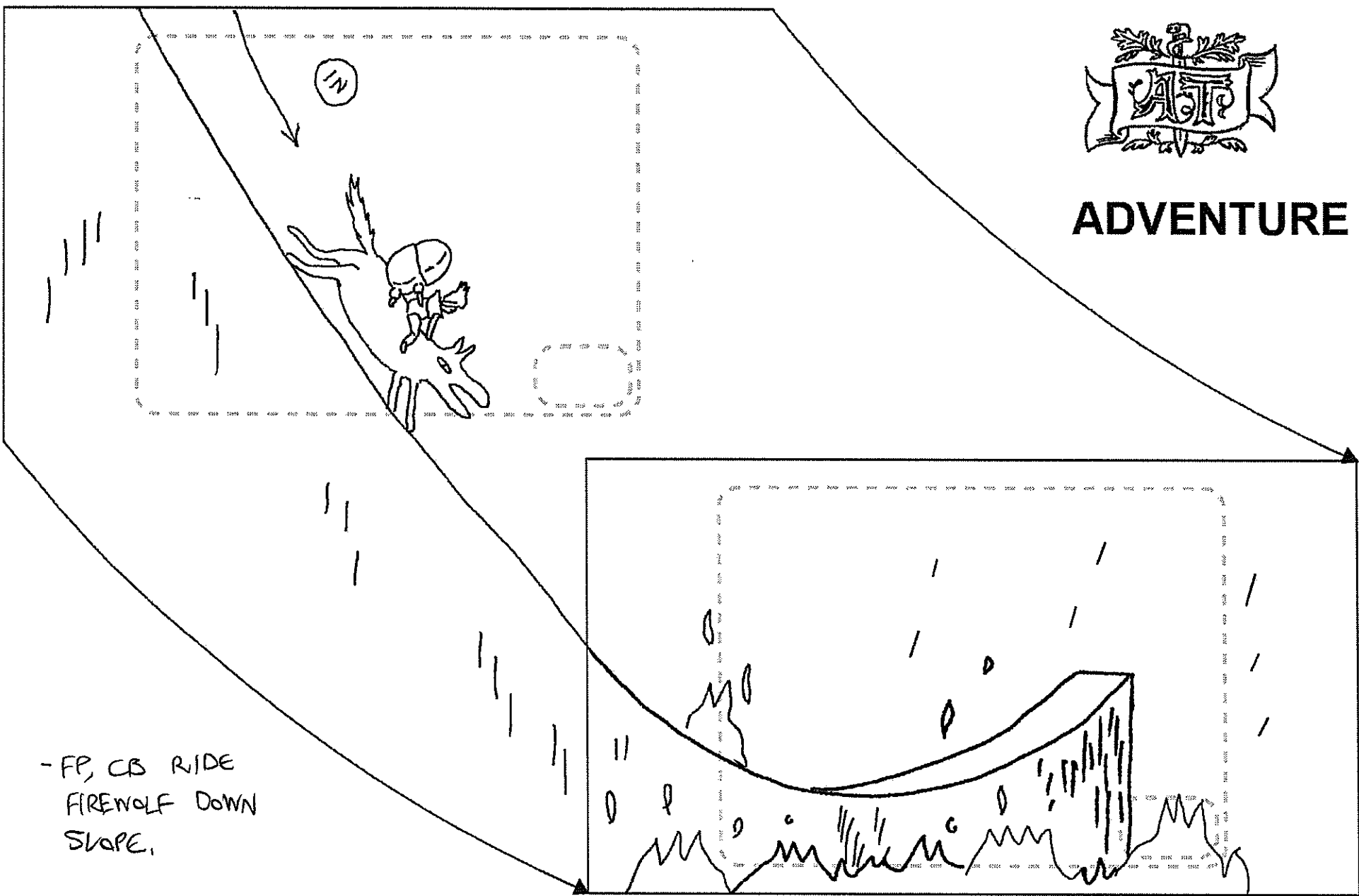
Bg.

day night

Page 154



ADVENTURE TIME



- FP, CB RIDE
FIREWOLF DOWN
SLOPE.

307

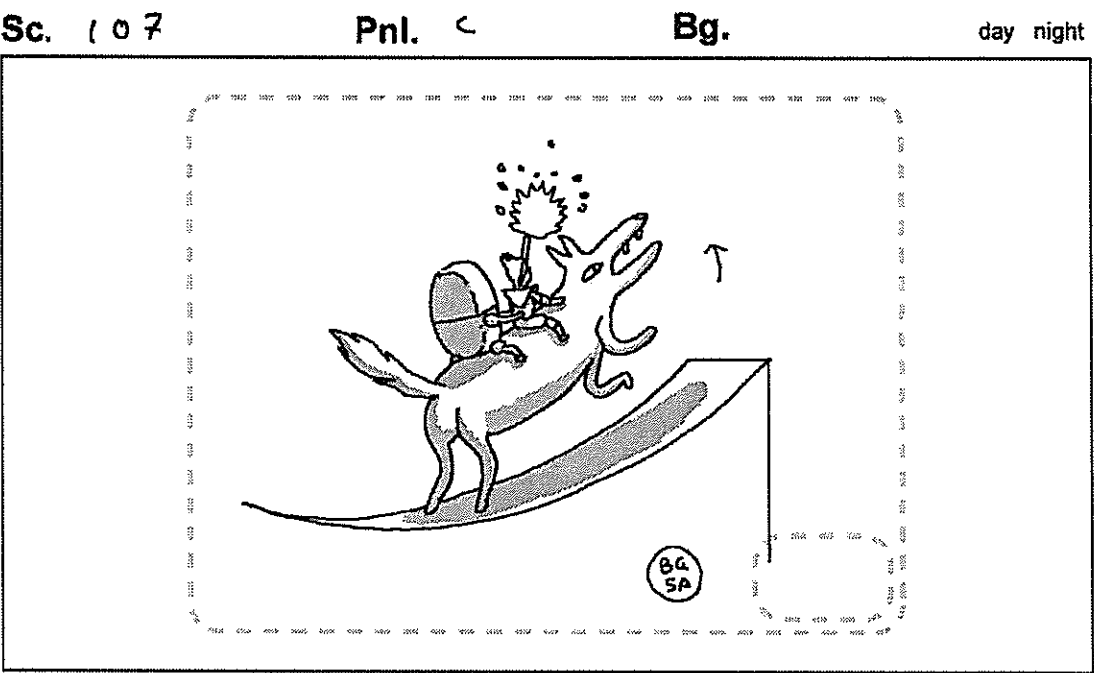
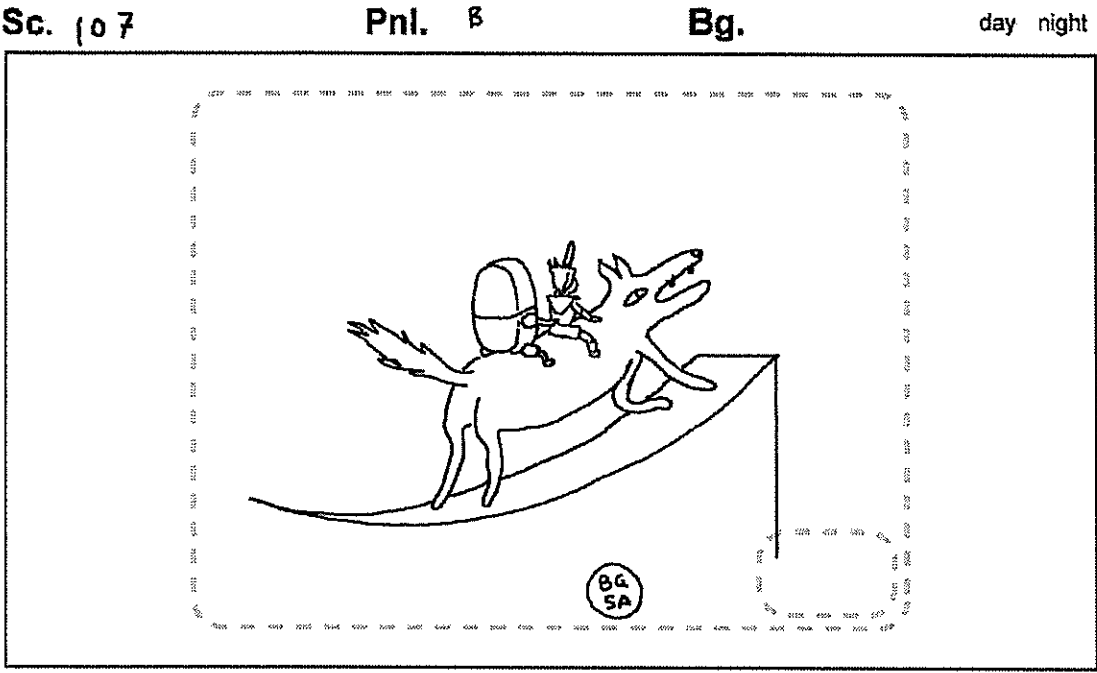
308

Production :

EPISODE #

1034-219

ADVENTURE TIME



Dialog:
Action: -fp. CHARGES UP.
Timing: 309 310

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ADVENTURE TIME

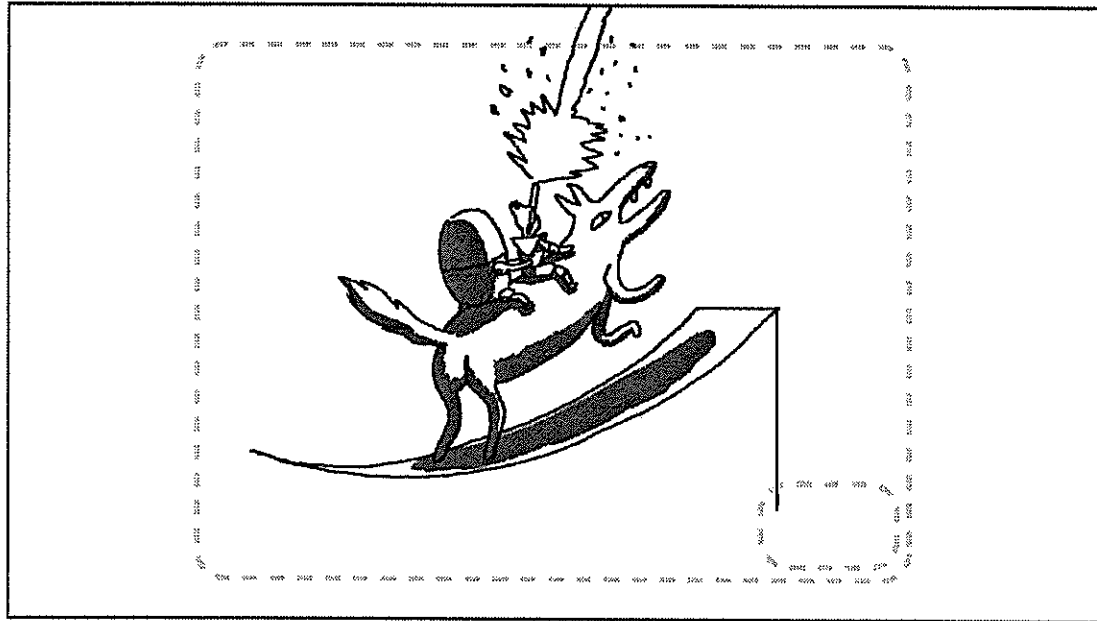


Sc. 107

Pnl. D

Bg.

day night

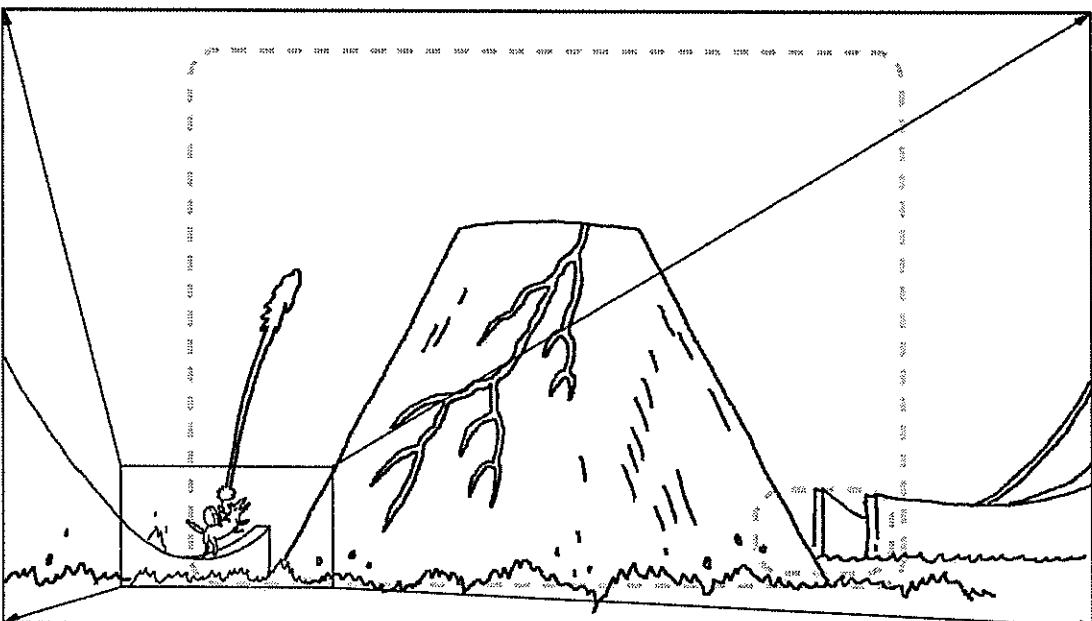


Sc. 108

Pnl. E

Bg.

day night



Dialog:

(SFX) WOOSH

Action:

-FP FIRES BLAST AT VOLCANO.

-FAST TRUCK OUT.

Timing:

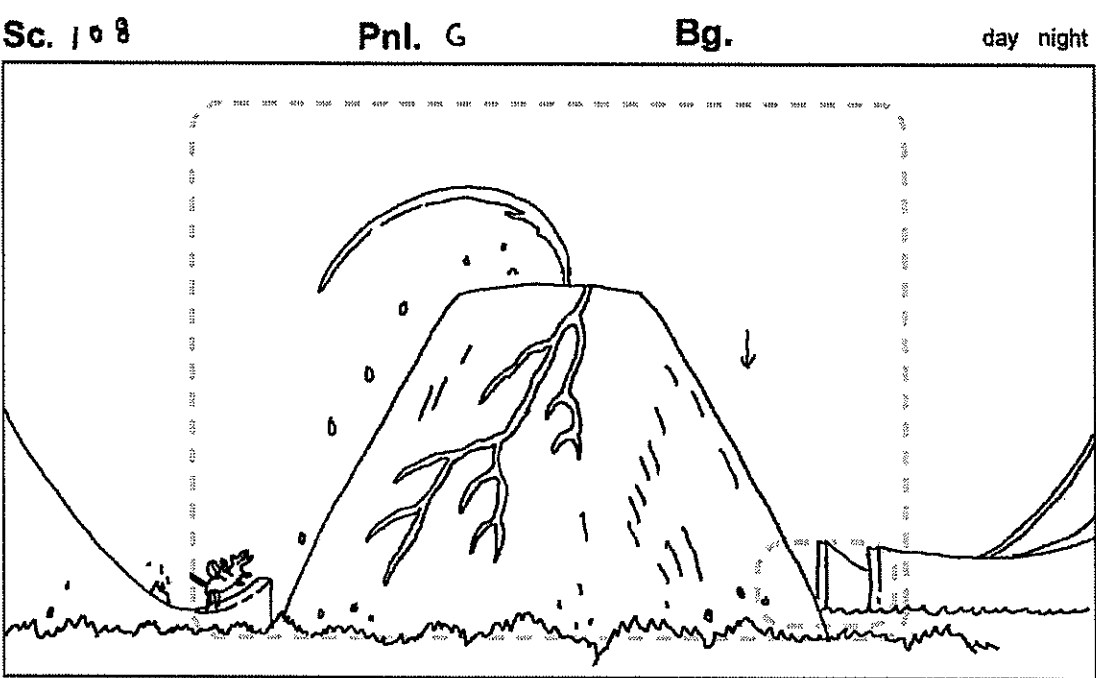
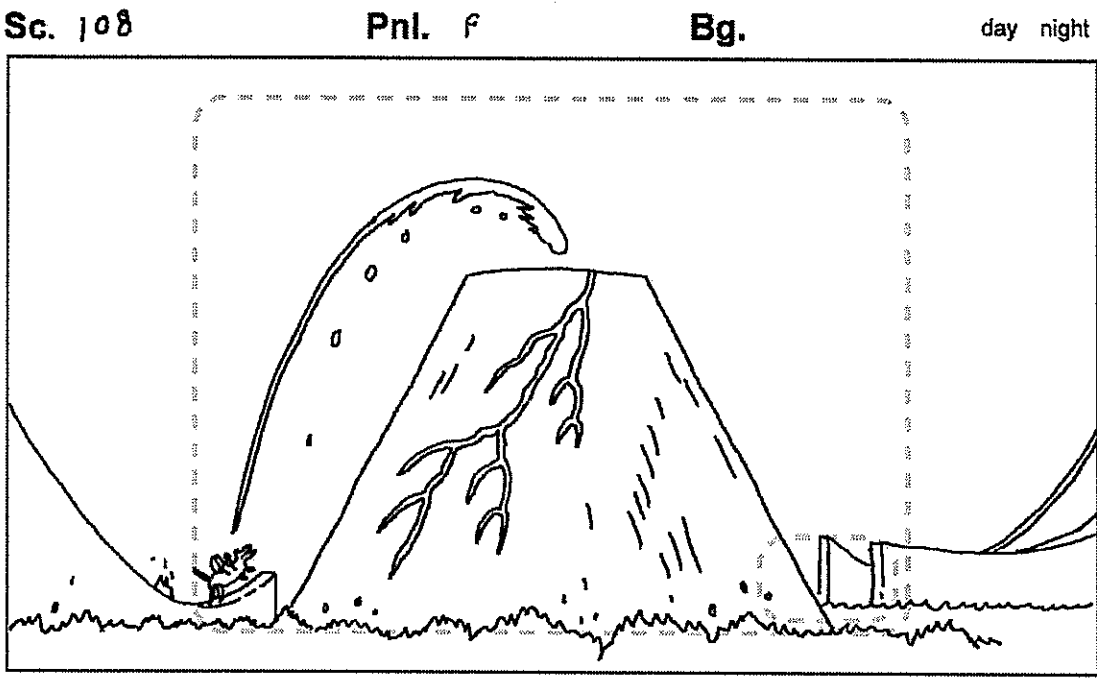
3/1

3/2

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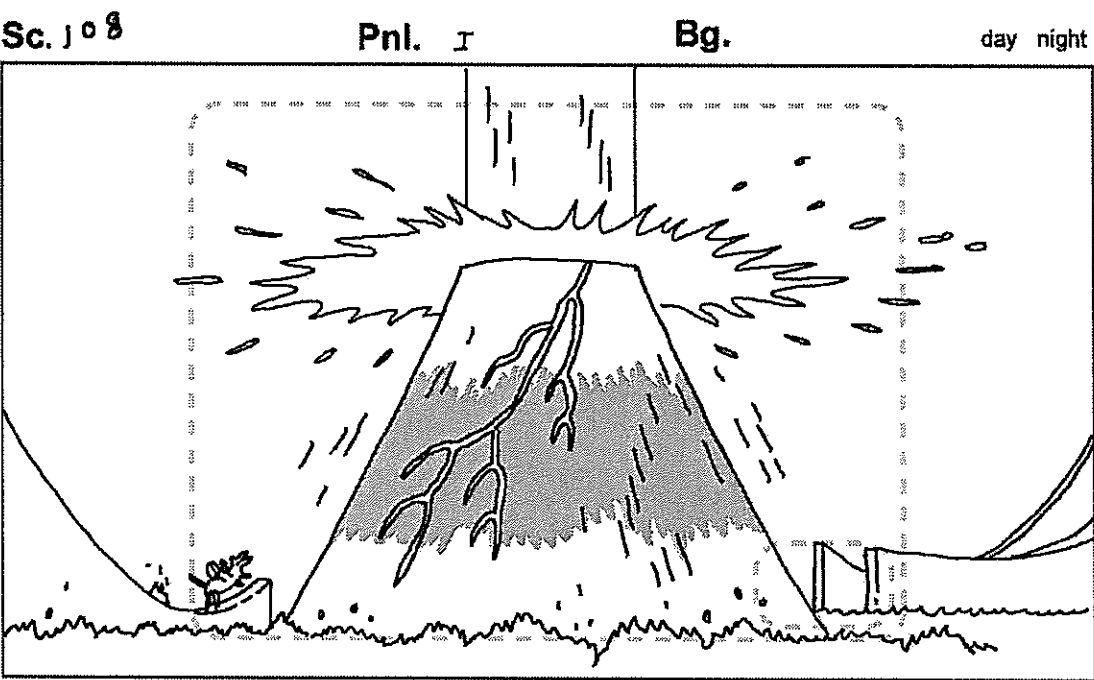
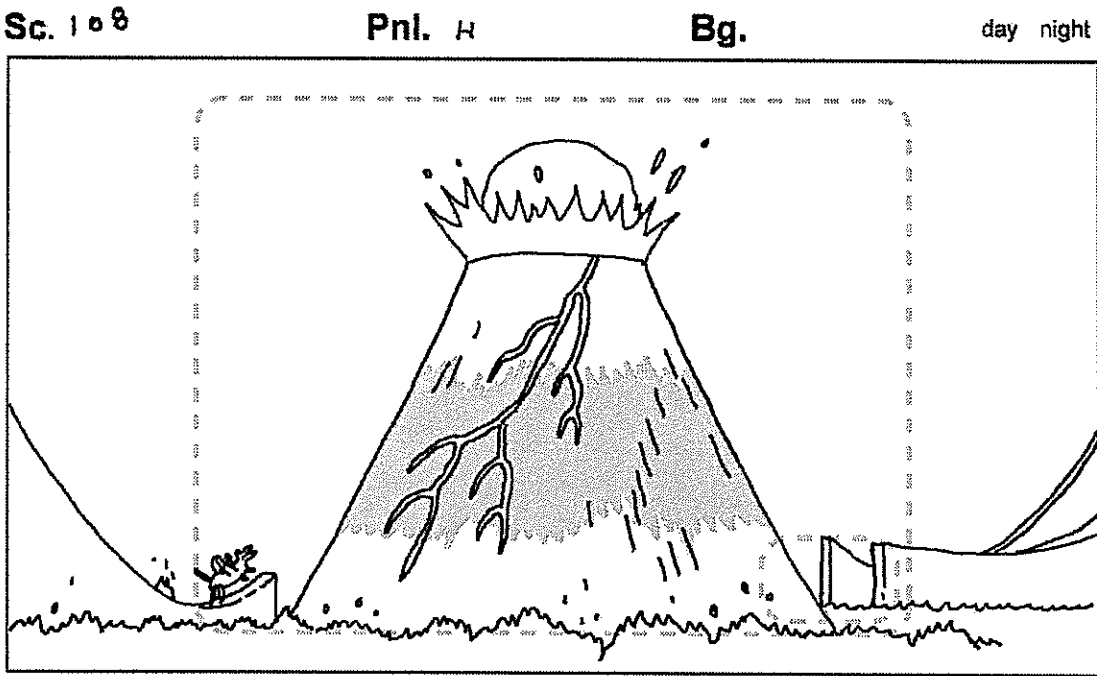


Dialog:	(SFX) KA -
Action:	- FIREBALL LANDS IN VOLCANO.
Timing:	313 314

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ADVENTURE TIME



Dialog:	(SFX) - BOOM!
Action:	
Timing:	315 316

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ADVENTURE TIME

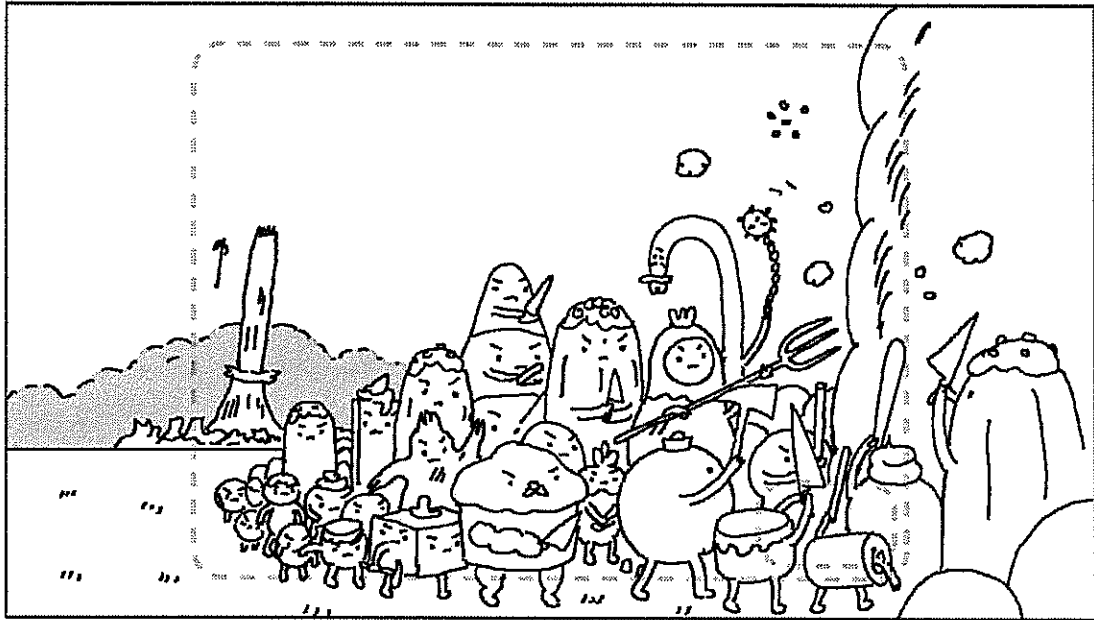


Sc. 109

Pnl. A

Bg.

day night

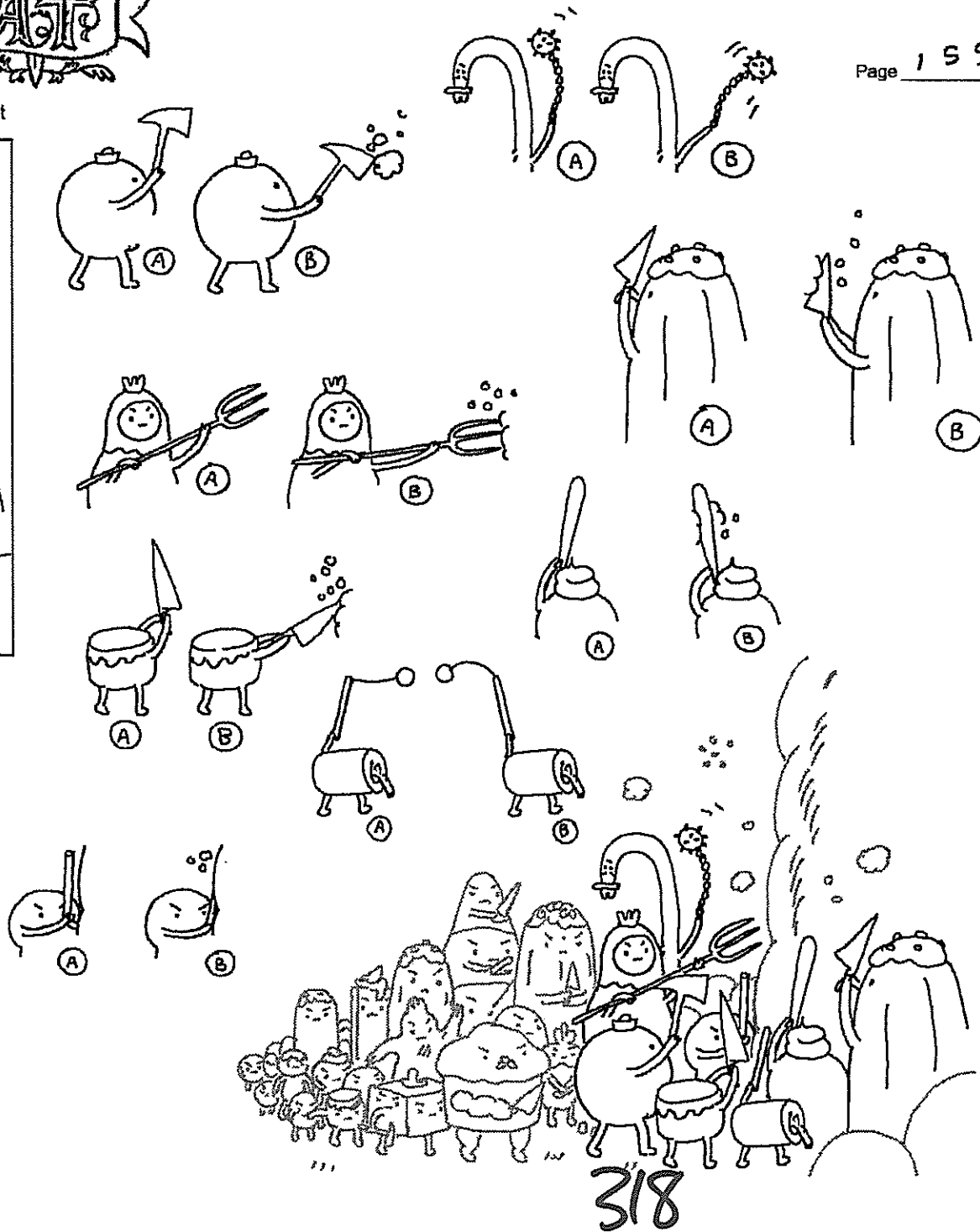


Dialog:

Action: - HUGE LAVA BALL SHOOT FROM VOLCANO.
- CANDY ATTACKING FOOT.

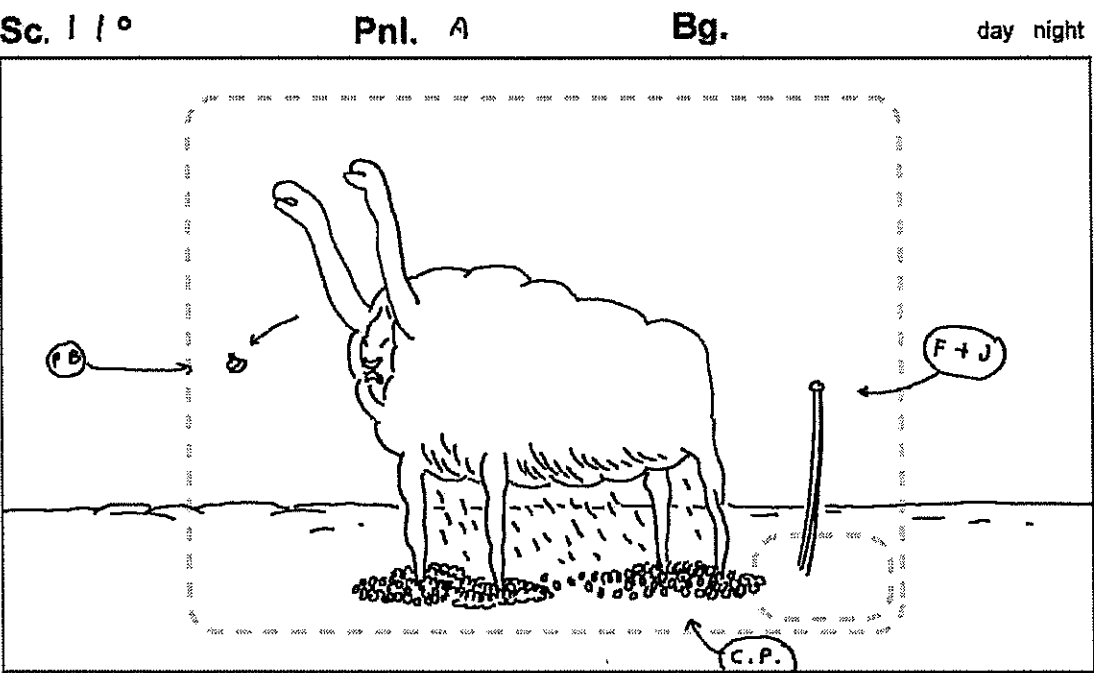
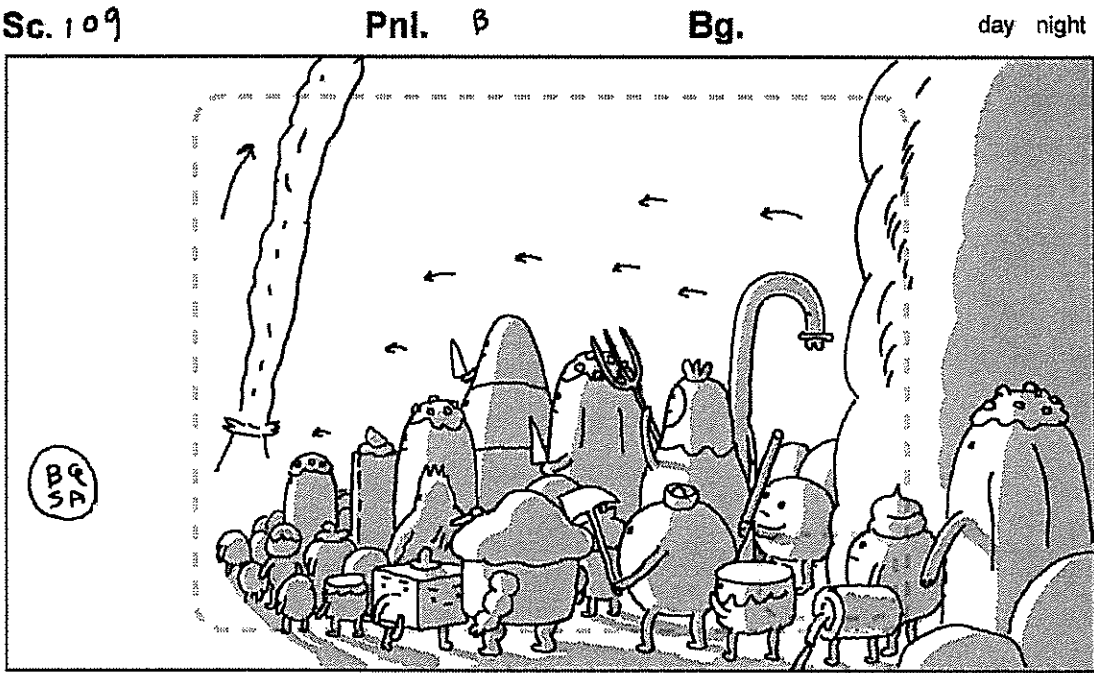
Timing:

317



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ADVENTURE TIME



Dialog:

Action:

— LIKE A DISTANT ROCKET BLASTING OFF.
(IS IT NUTS TO HAVE THEM ALL TURN
LIKE THIS?)

Timing:

319

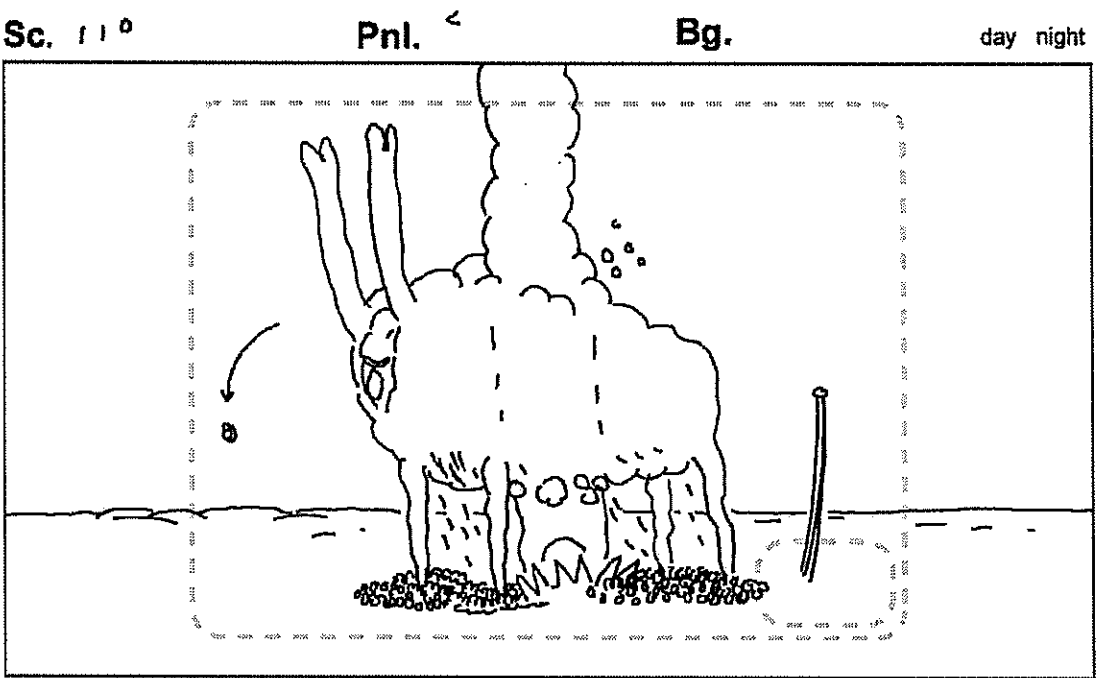
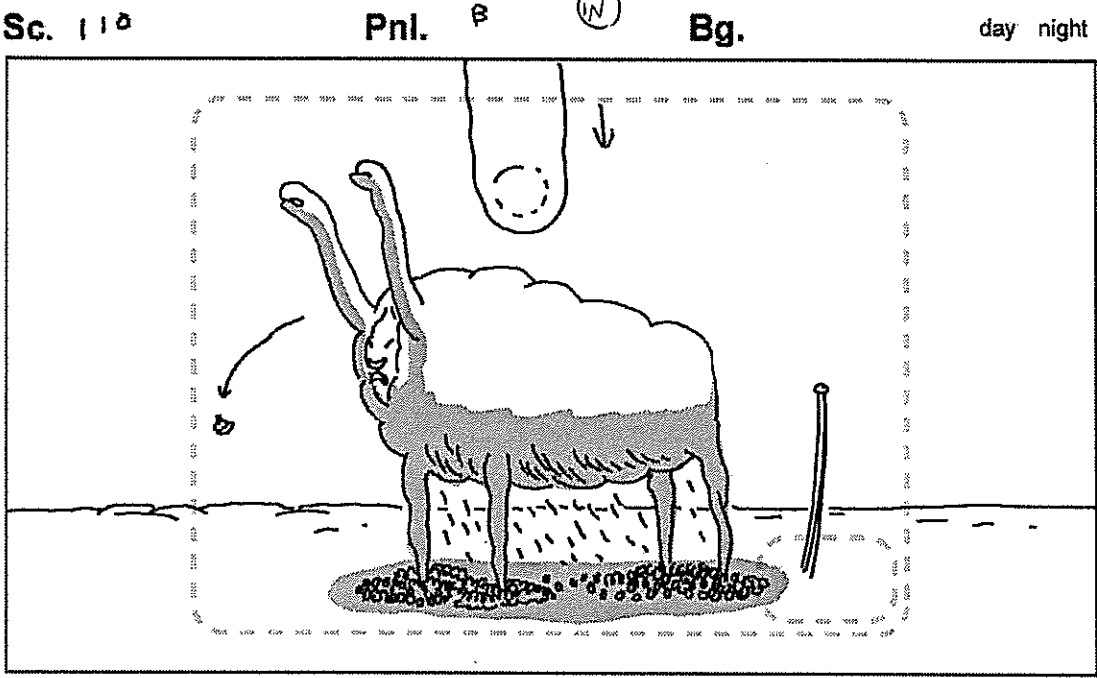
320

EPISODE # 1034-219

Production :

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ADVENTURE TIME

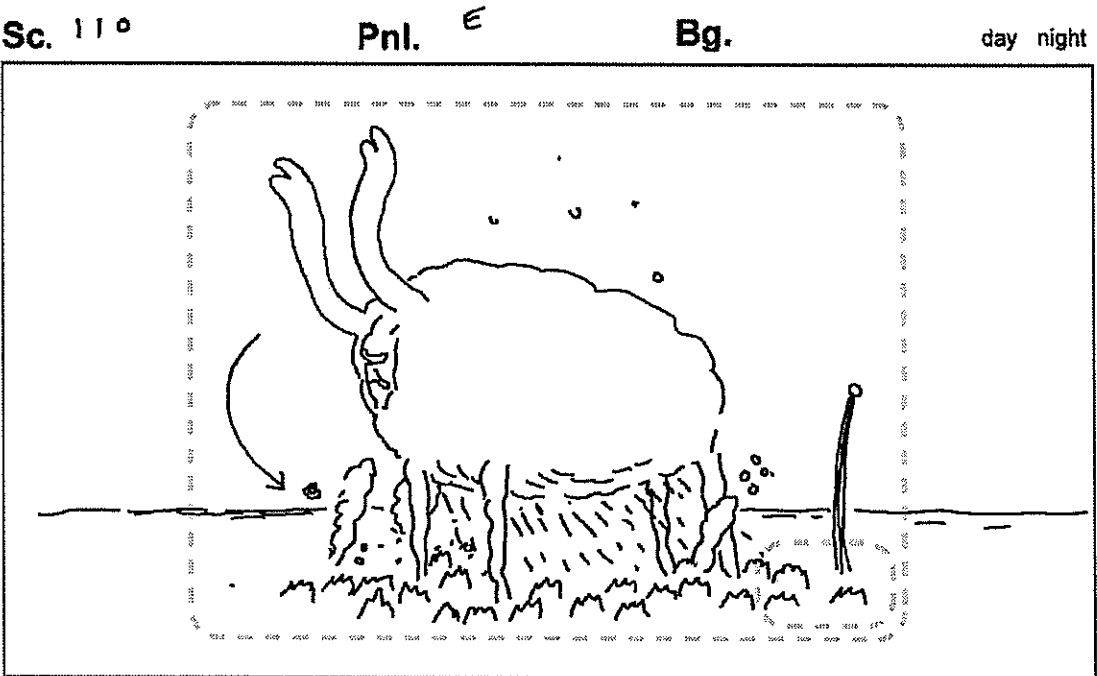
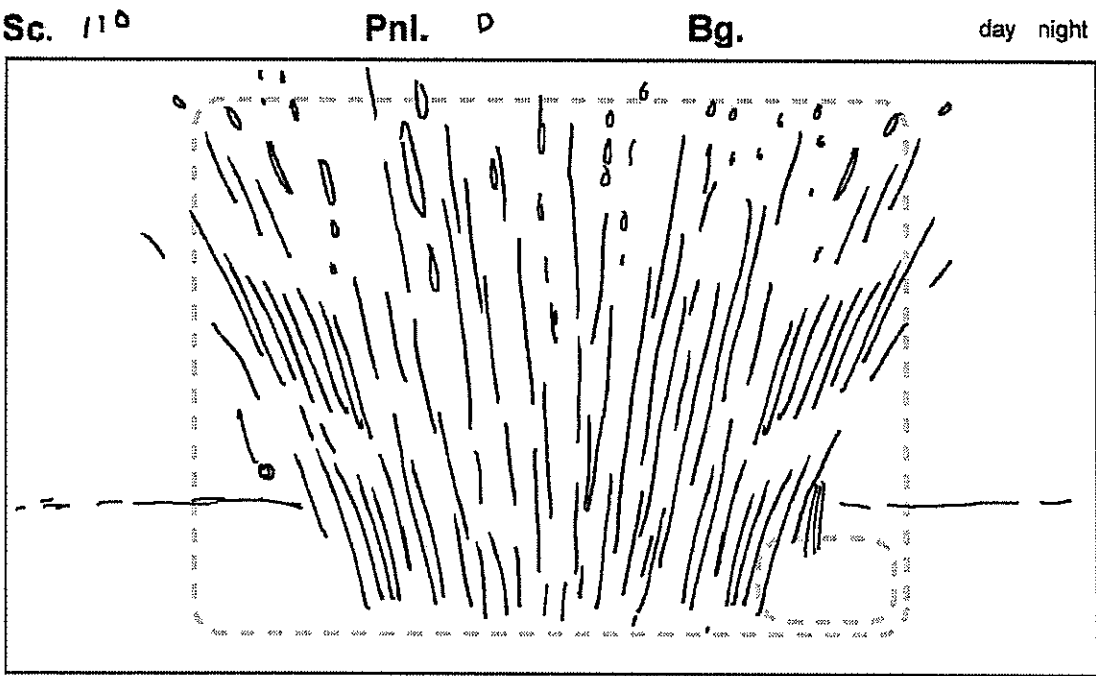


Dialog:	
Action:	- LAVA BALL PLUMMETS ON/5, - LAVA BALL FALLS THROUGH ESSENCE. (No EFFECT)
Timing:	
321	322

EPISODE # 1034-219
Production :

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ADVENTURE TIME



Dialog:

SFX BOOM!

Action:

- LAVA BALL IMPACTS GROUND
SENDING UP FIRE/ EXPLOSION!

FIRE.

Timing:

323

324

EPISODE # 1034-219

Production :

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ADVENTURE TIME



Sc. 110 Pnl. F Bg. day night

Sc. 110 Pnl. G Bg. day night

Dialog:

ESSENCE / - LAUGHING -

Action:

- ESSENCE REARS BACK,

CANDY RAINS DOWN.

Timing:

325

326

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ADVENTURE TIME



Sc. 11

Pnl. A

Bg.

day night

Sc. 11

Pnl. B

Bg.

day night

Dialog:

Action:

Timing:

327

328

-HD. PRINCESS LIFTS HERSELF UP ON FENCE

+ ②

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Production :

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ADVENTURE TIME

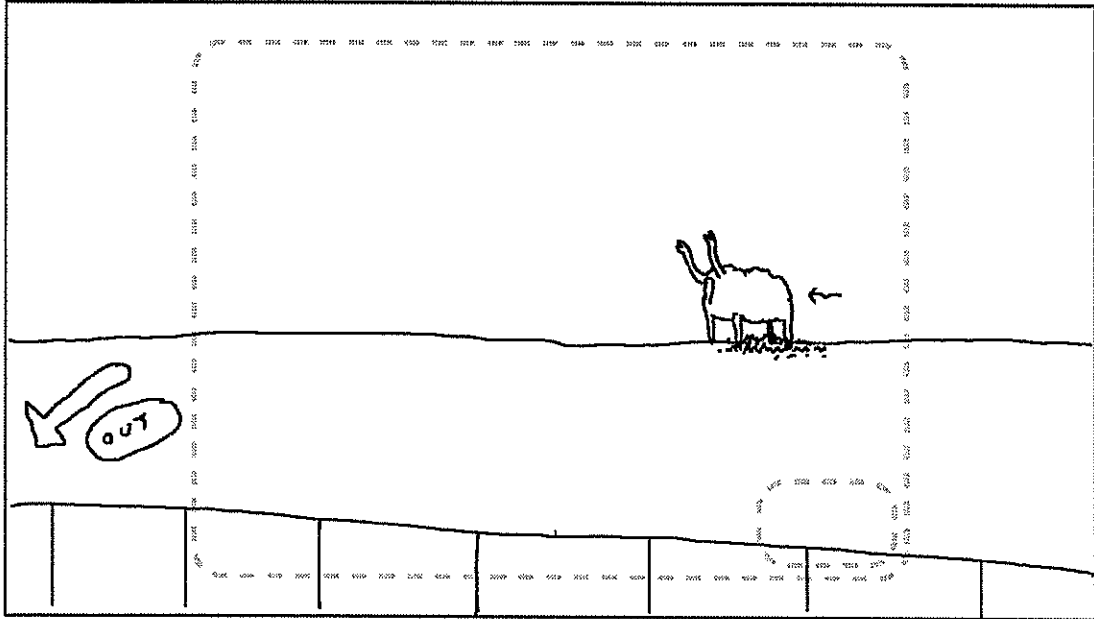


Sc. 111

Pnl. C

Bg.

day night

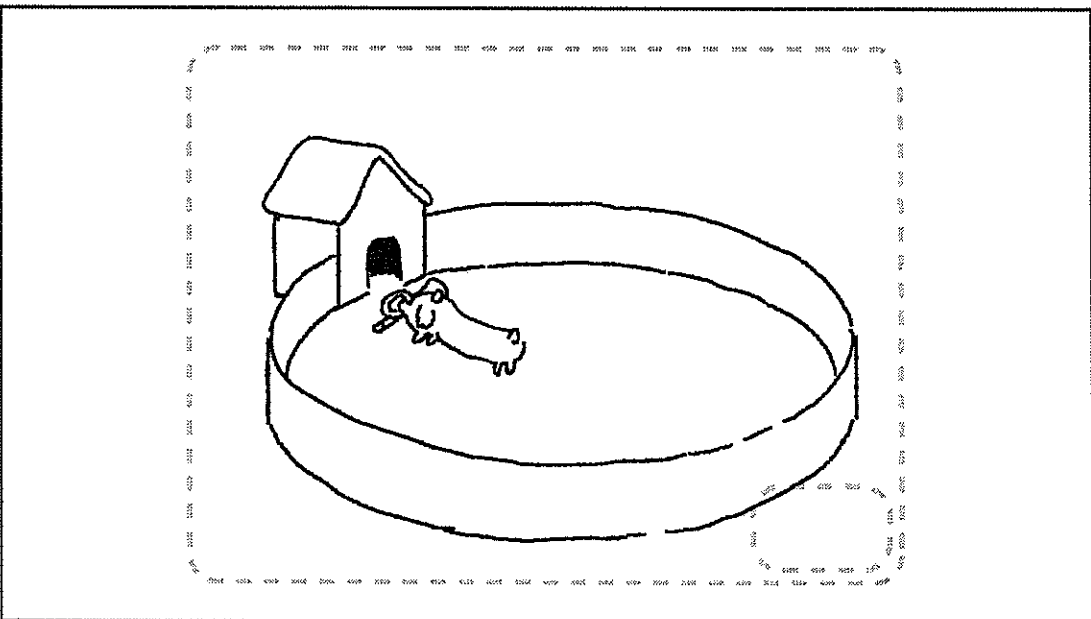


Sc. 112

Pnl. A

Bg.

day night



Dialog:

Action:

- HD PRINCESS SWINGS OFF/S.

Timing:

329

330

EPISODE # 1034-219

Production :

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ADVENTURE TIME

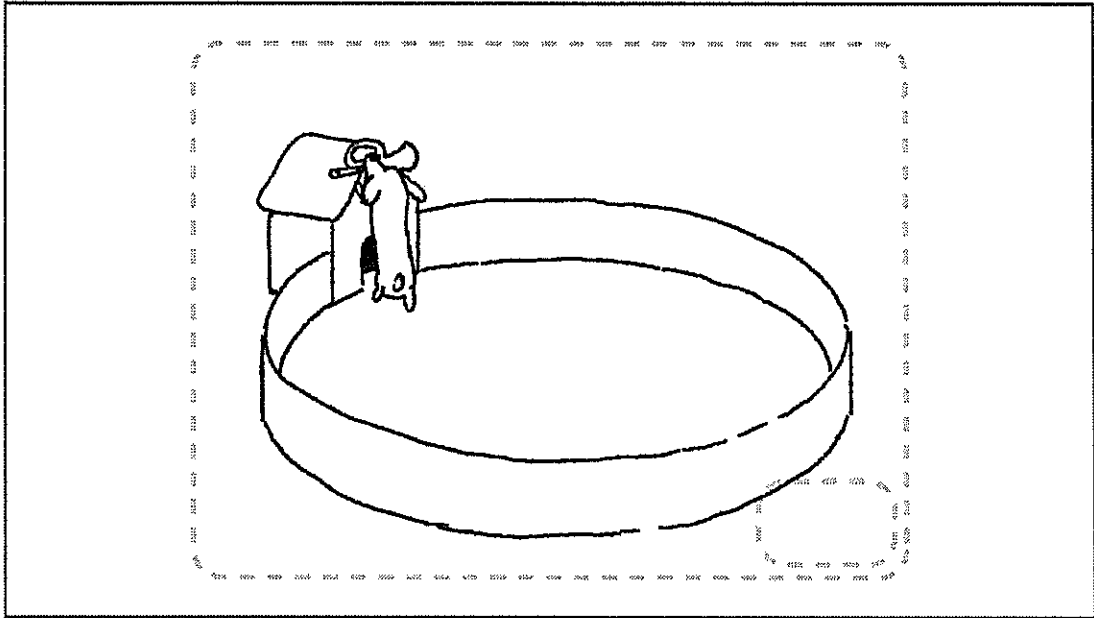


Sc. 112

Pnl. B

Bg.

day night

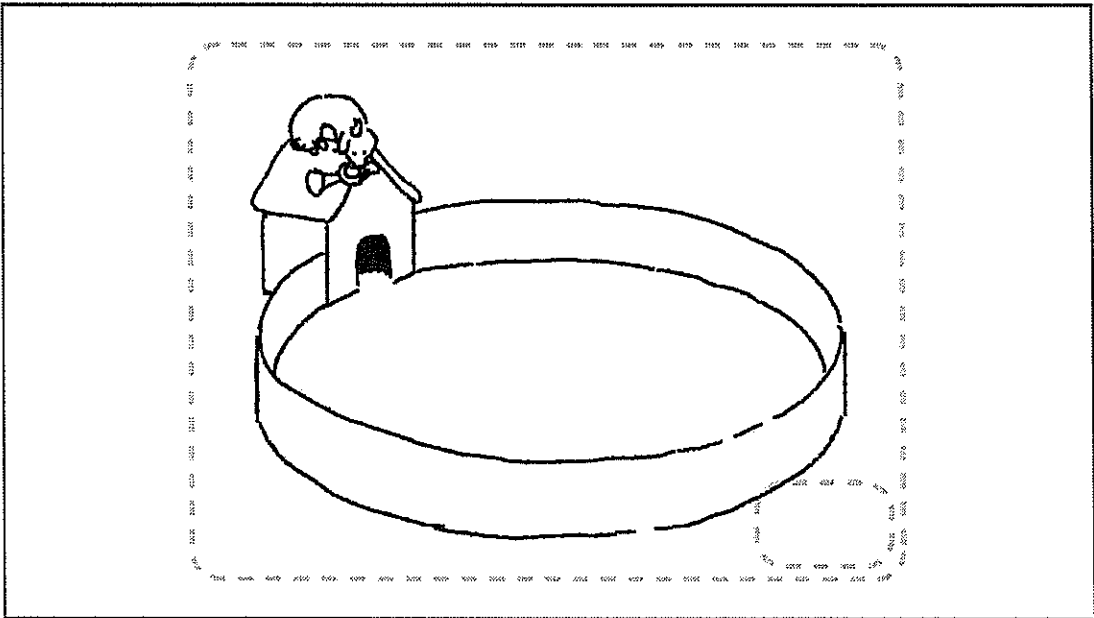


Sc. 112

Pnl. C

Bg.

day night



Dialog:

Action:

-HDP CLIMBS ON TOP OF DOG HOUSE,

Timing:

331

332

EPISODE # 1034-219
Production :

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ADVENTURE TIME



Sc. 112

Pnl. D

Bg.

day night

Sc. 112

Pnl. E

Bg.

day night

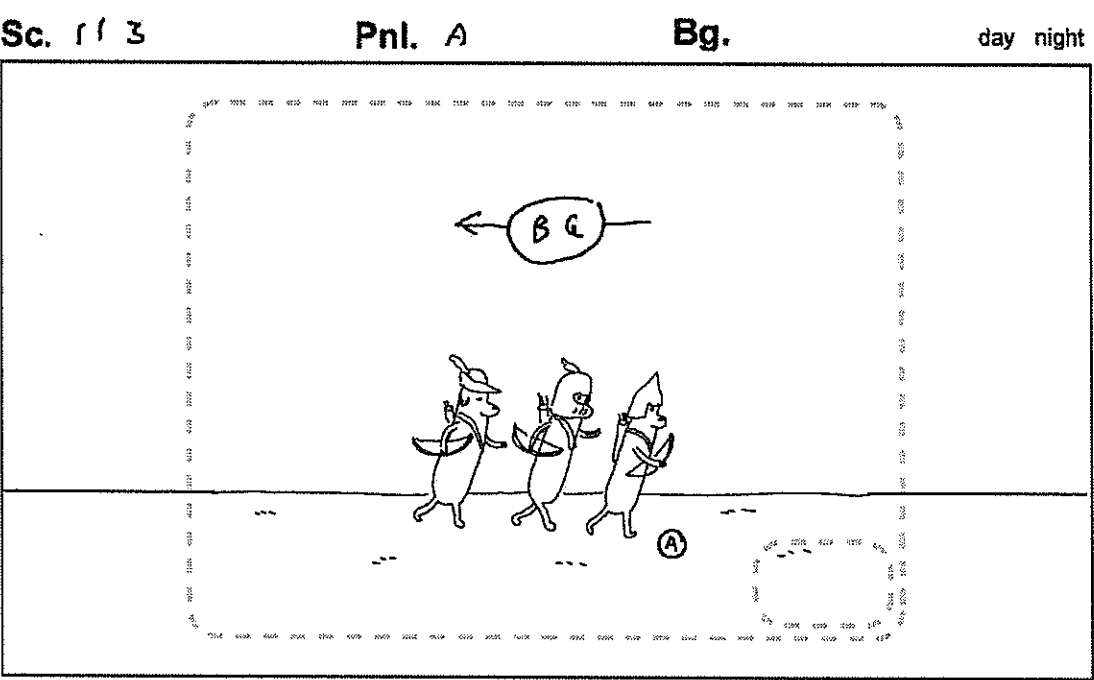
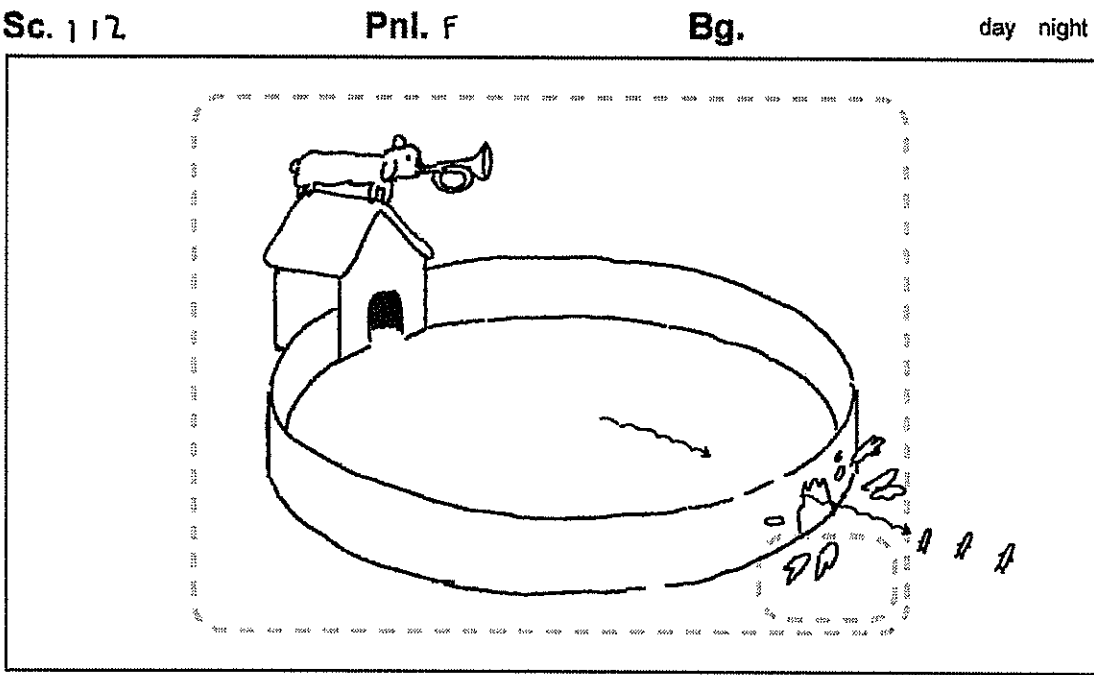
Dialog:	(SFX) TOOT TA - TOOT!
Action:	-HOT DOG WARRIORS RUN OUT.
Timing:	333334

EPISODE # 1034-219

Production :

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ADVENTURE TIME



Dialog:

(SFX) = SMASH !!!

Action: - HP-WARRIORS SMASH THROUGH FENCE.

Timing:

335

336

RUN POSES (B)

1034-219

EPISODE #

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ADVENTURE TIME



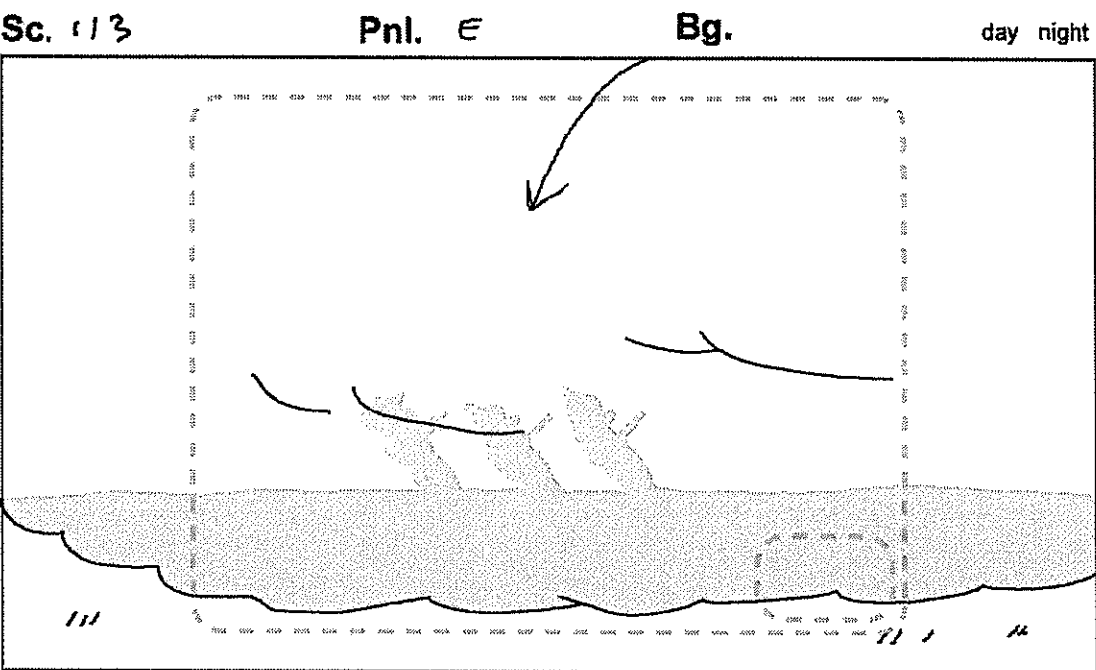
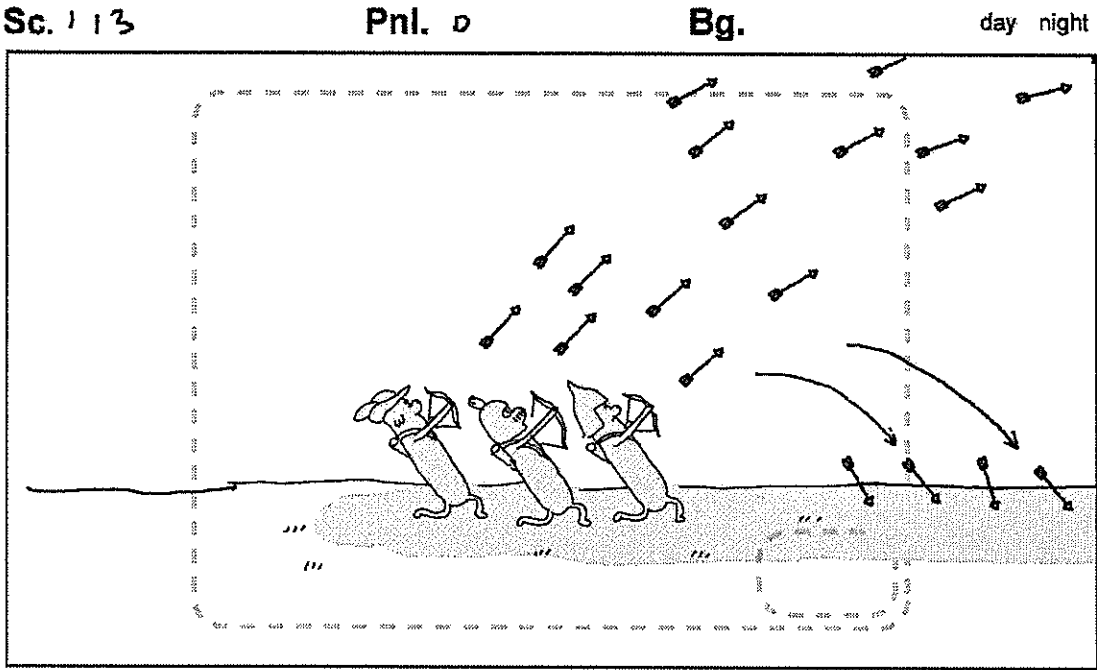
Sc. 113 Pnl. 8 Bg. day night

Sc. 113 Pnl. 9 Bg. day night

Dialog:	SPX TWANG TWANG TWANG TWANG TWANG TWANG TWANG TWANG
Action:	BG STOPS
Timing:	337 338

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ADVENTURE TIME



Dialog:

SPX / BWOOM!

Action:

- ARCHING UP. CAS ESSENCE LOWERS FOOT - FOOT COMES DOWN.

Timing:

339

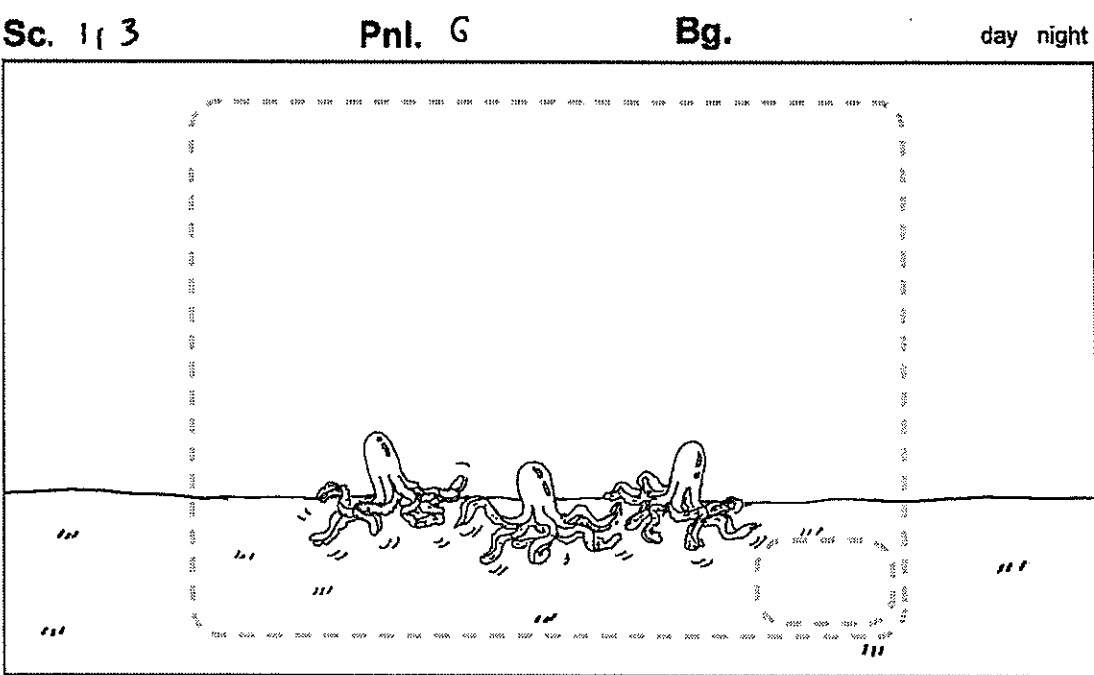
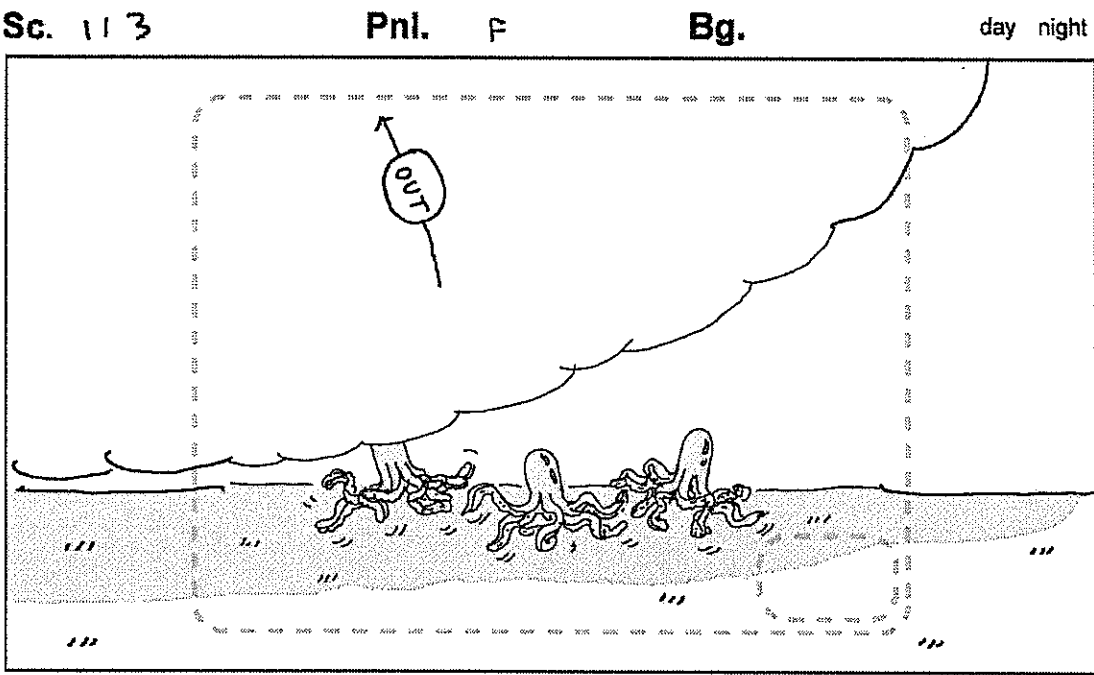
340

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Production :

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ADVENTURE TIME



Dialog:	
Action:	WRIGGLING OVER - COOKED HOT DOG OCTOPI.
Timing:	(LIKE REAL OVER-COOKED.)
341	342

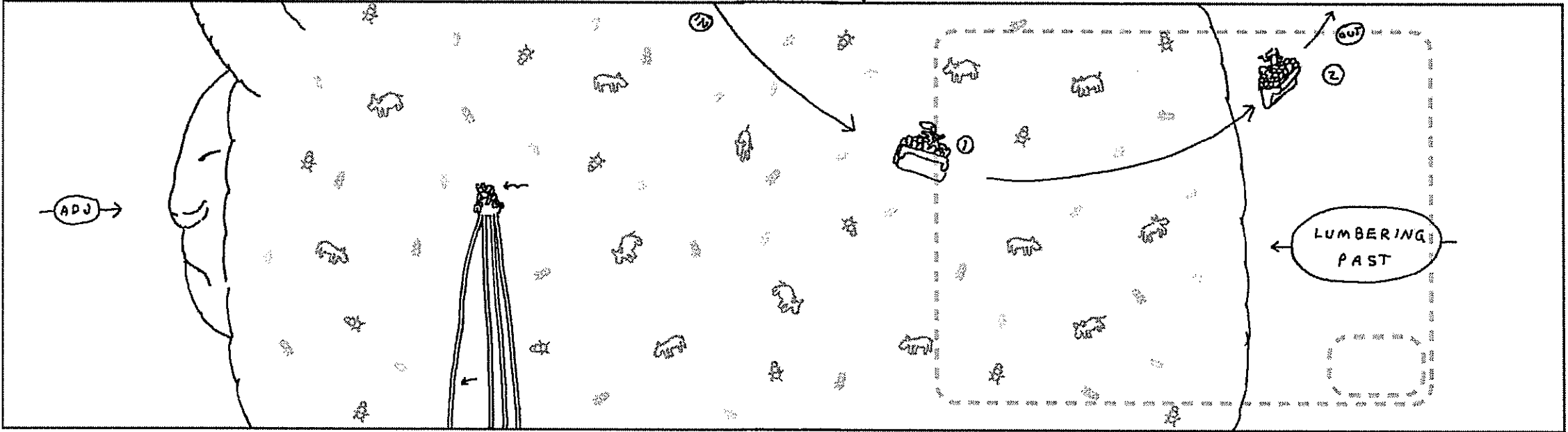
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ADVENTURE TIME



Sc. 114 Pnl. A Bg. day night



Dialog:
Action: - PAN ACROSS ACTION
Timing:

343

344

EPISODE # 1034-219
Production :

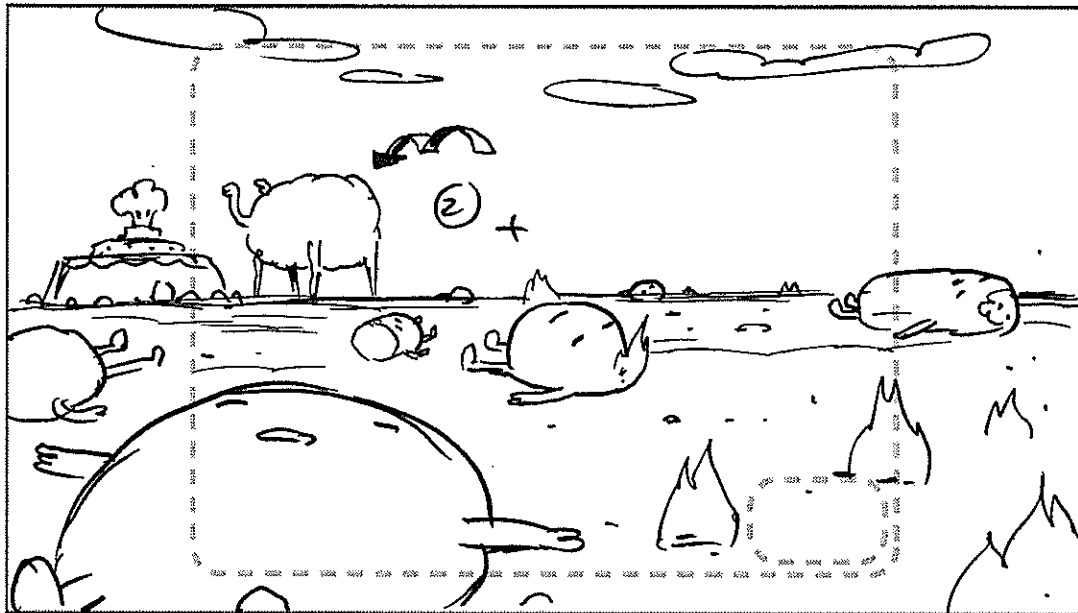
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ADVENTURE TIME

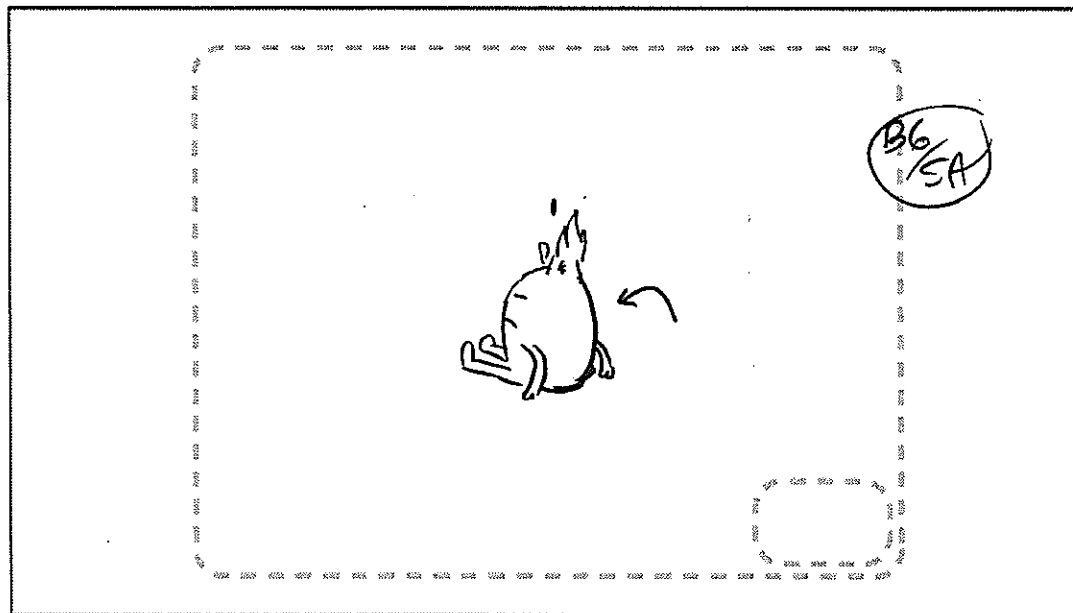


Page 173

Sc. 115 Pnl. A Bg. day night



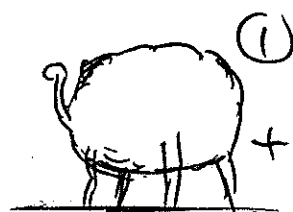
Sc. 115 Pnl. B Bg. day night



Dialog:

(CP:) *murmur*

Action:



- cndy person w/ head on fire sits up

Timing:

345

346

EPISODE # 1034-219

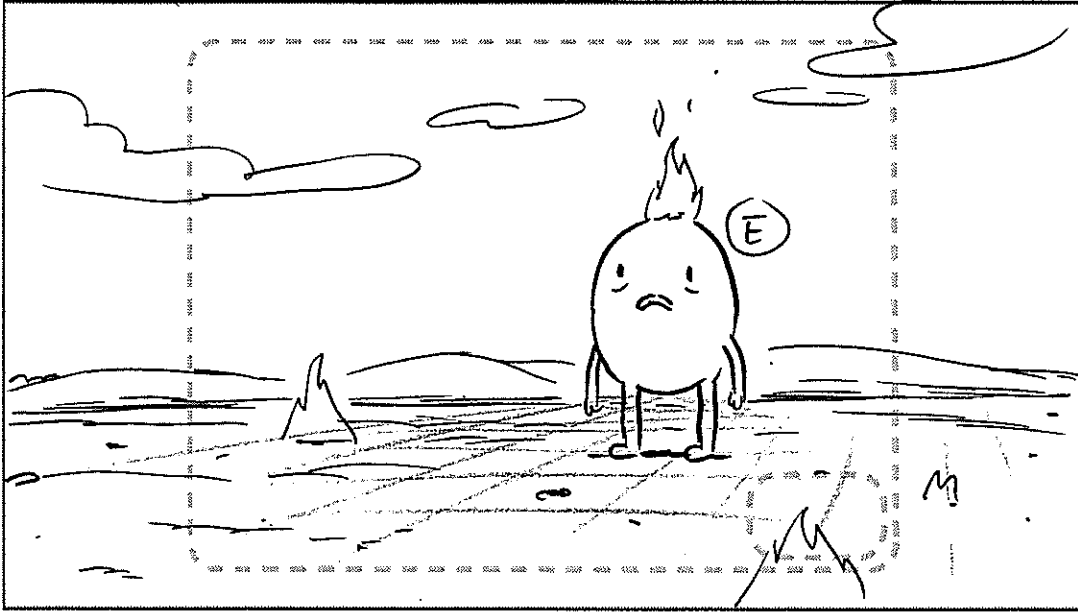
Production :

ADVENTURE TIME

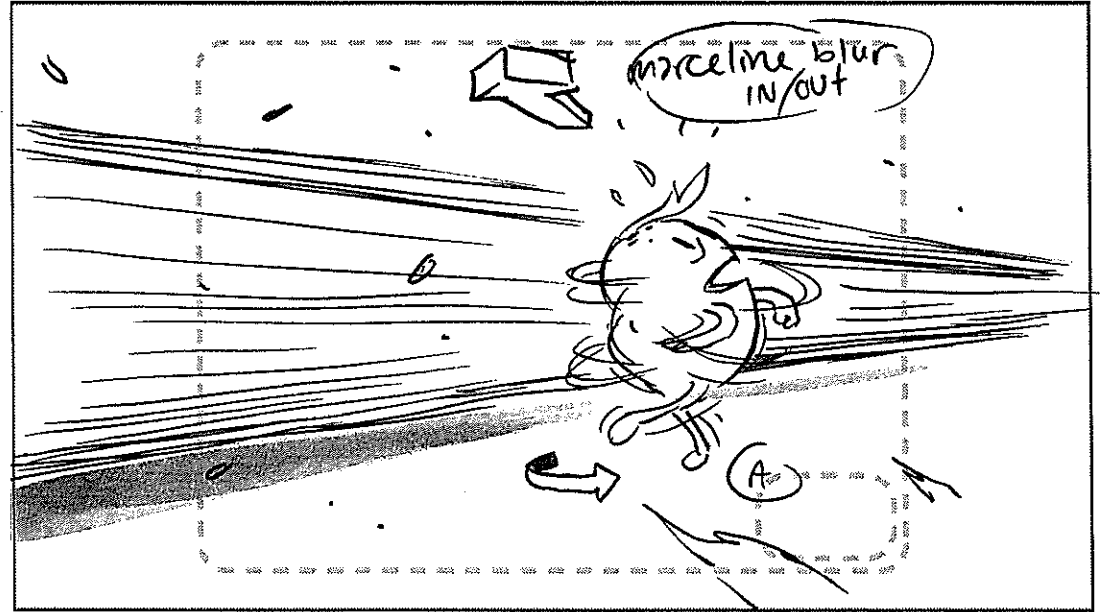


Page 174

Sc. 116 Pnl. A Bg. day night



Sc. 116 Pnl. B Bg. day night

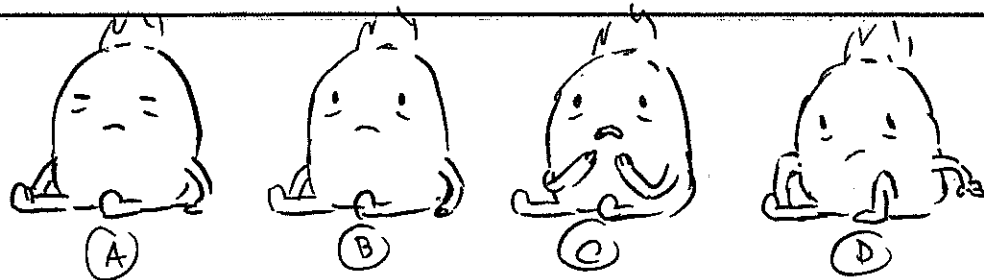


Dialog: (CP) (C) *GASP* OH NO (E) How are we gonna do this? It's impossible. I mean, I don't know - we're doomed I guess. I mean it's game over. I can't believe it, who would've -

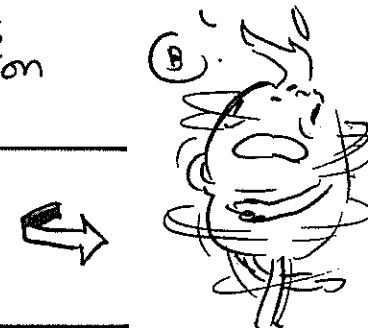
SFX: WHOOOSH!!

Action:

Timing:



- Marceline zooms past candy person



347

348

EPISODE # 1034-219

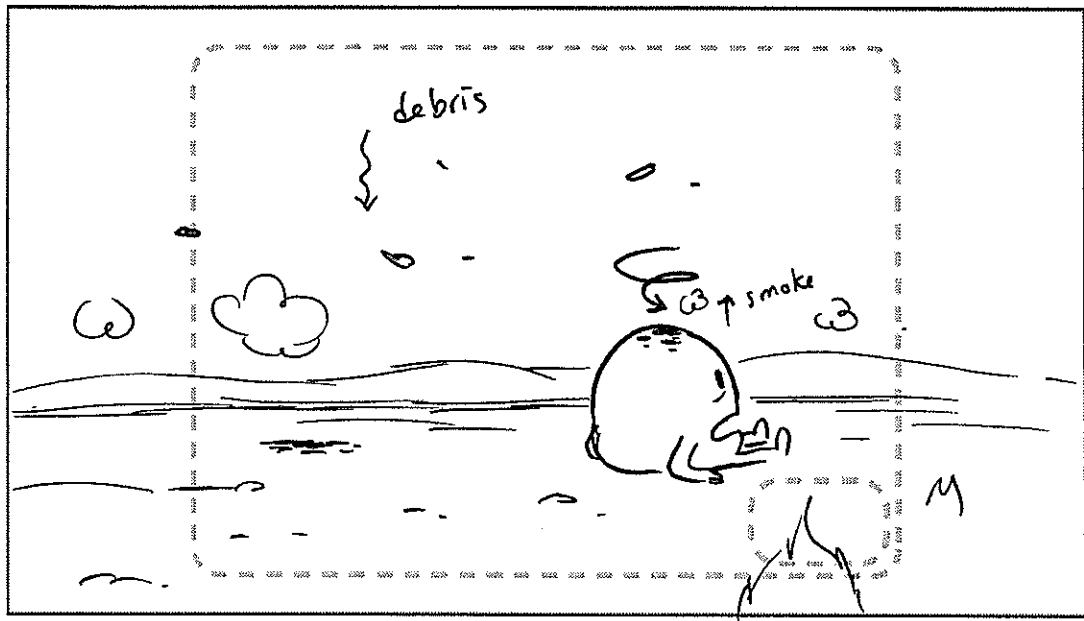
Production :

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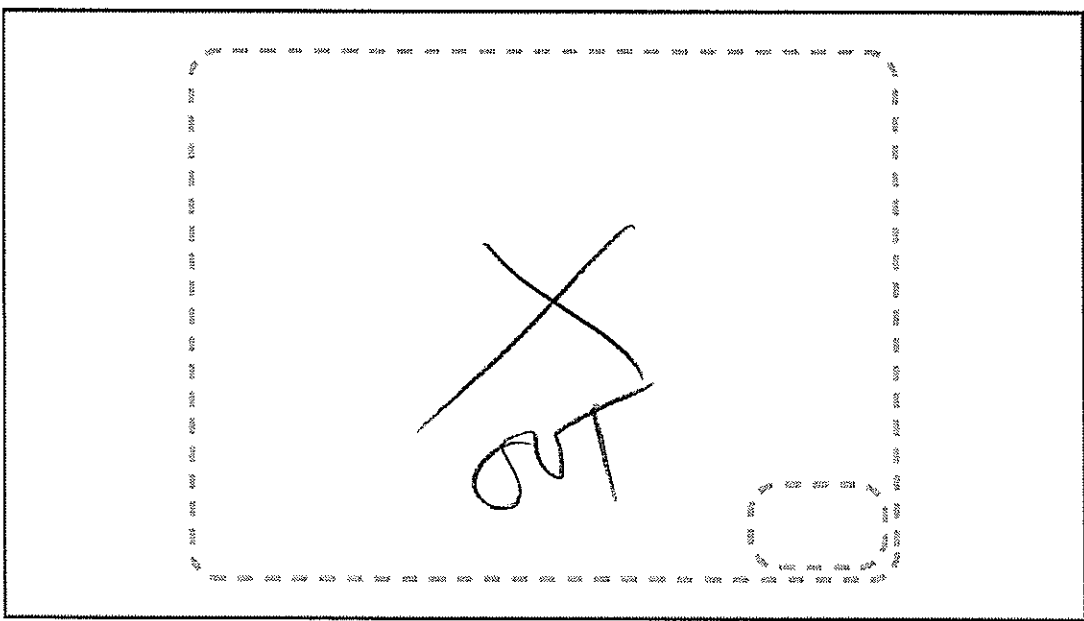
ADVENTURE TIME



Sc. 116 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: - Cmdy person falls on his butt, fire extinguished

Timing:

349 350

EPISODE # 1034-219

Production :

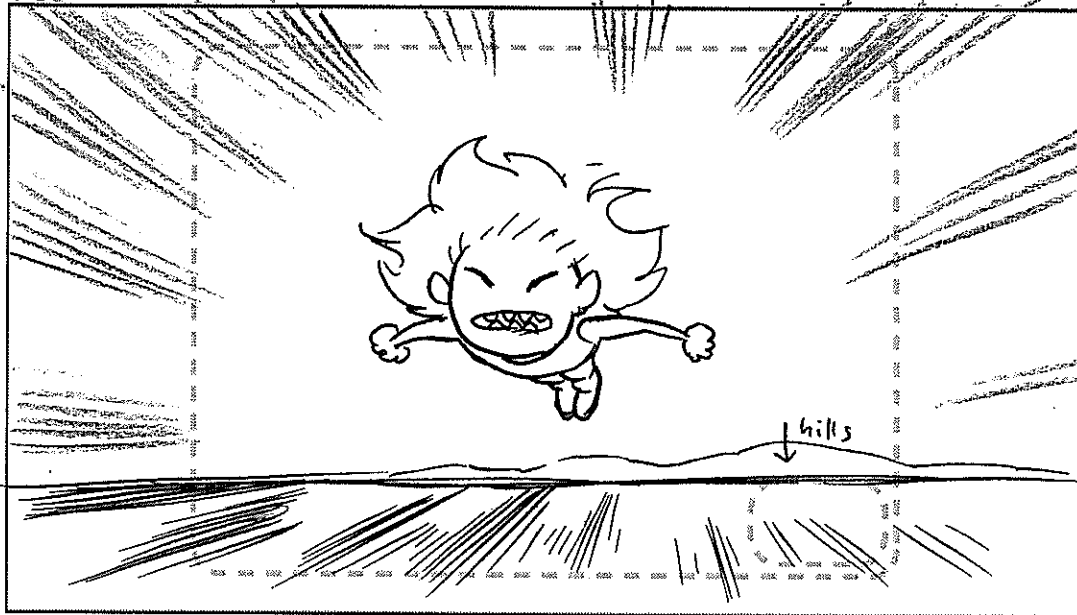
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ADVENTURE TIME

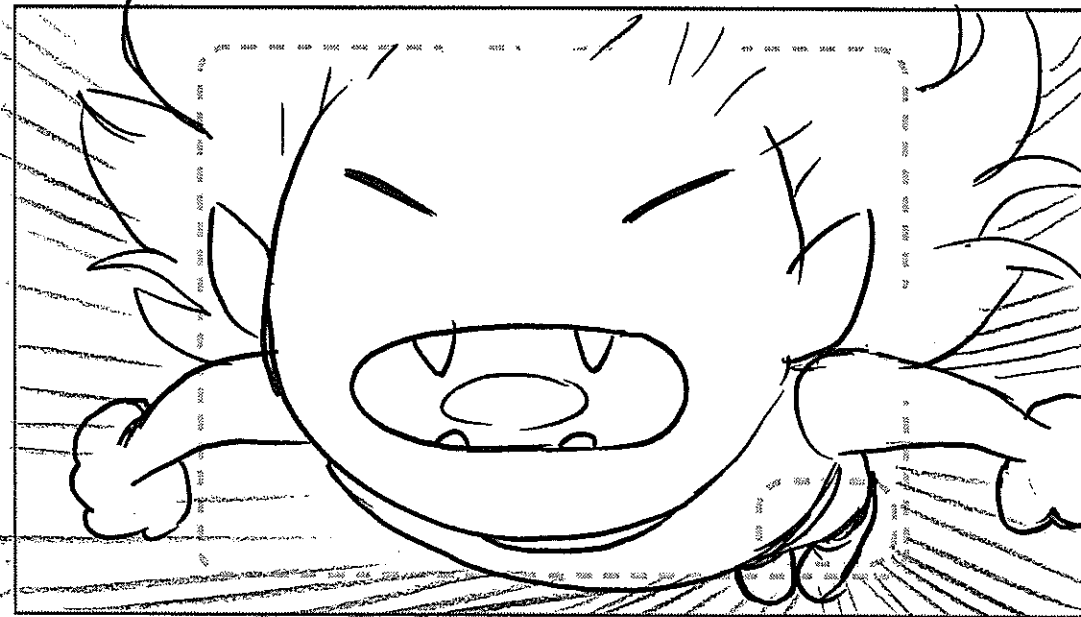


Page 176

Sc. 117 Pnl. A Bg. day night



Sc. 118 Pnl. A Bg. day night



Dialog:

(M) *RRR*

(M:) I'M GONNA - POOP MY PANTS
IF FINN KILLS THIS GUY
INSTEAD OF ME !!!

Action:

"POOP" ALTS: CRAP, STINK-UP, DOOK-UP, BOMB-UP

another ALT: I'M GONNA POOP MY PANTS OFF IF FINN
KILLS THIS GUY INSTEAD OF ME !!

Timing:

351

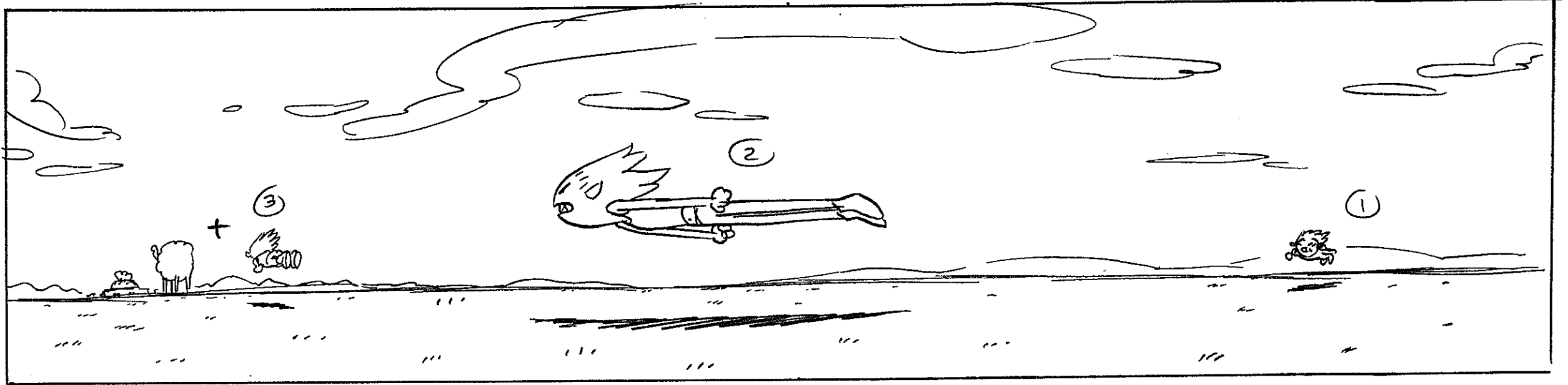
352

EPISODE # 1034-219

Production :

Sc. 119 Pnl. A

p7 177



1034-219

← FAST PAN →

+ (4)
+
+

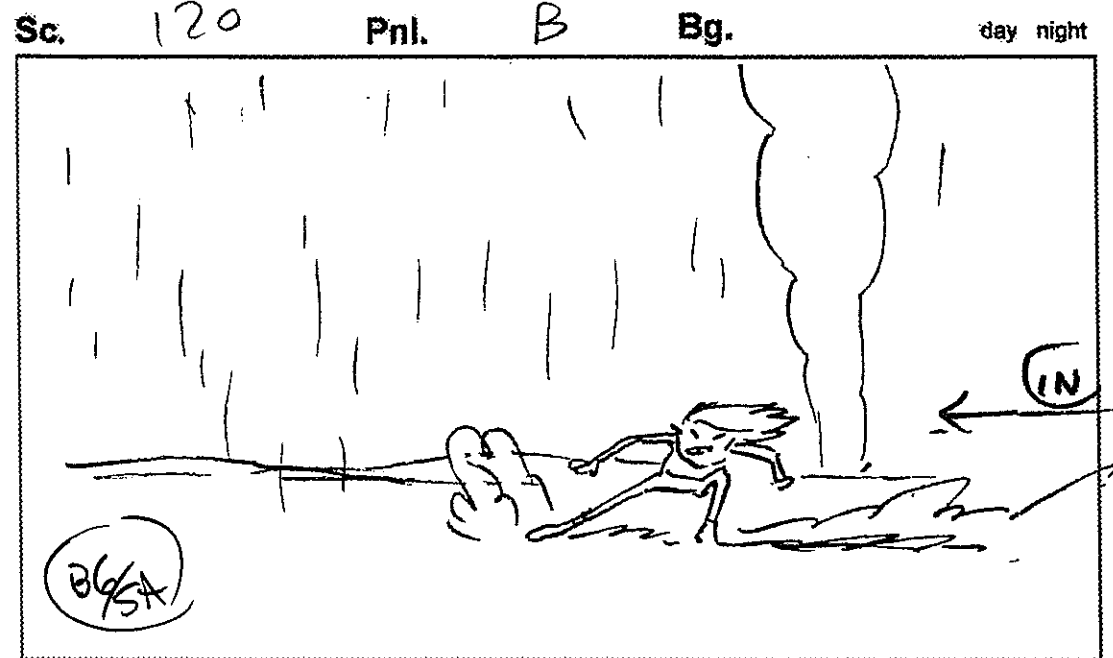
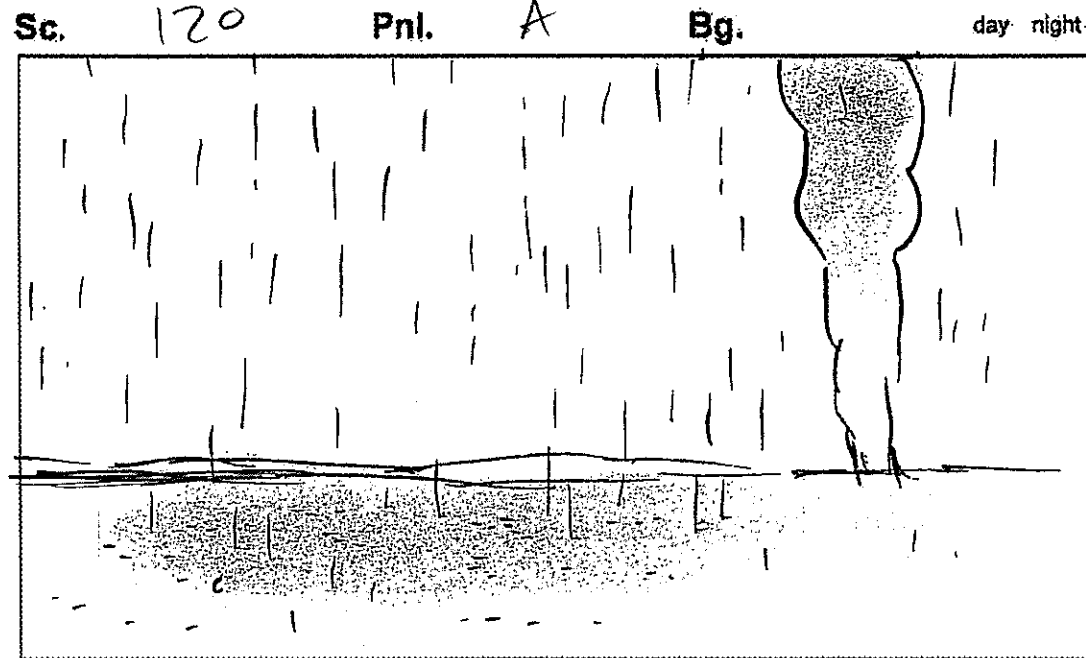
353

354

ADVENTURE TIME



Page 178



Dialog:

(SFX) *TIRE
SQUEALL*

Action:

- marceline
skids into
shot,
decelerating
the whole
time

Timing:

355



356

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 179

Sc. 121 Pnl. A Bg. day night



Sc. 122 Pnl. A Bg. day night



Dialog

Action

Timing



357

(SFX) * TIRE SQUEAL CONT.* →

-PB TURNS



358

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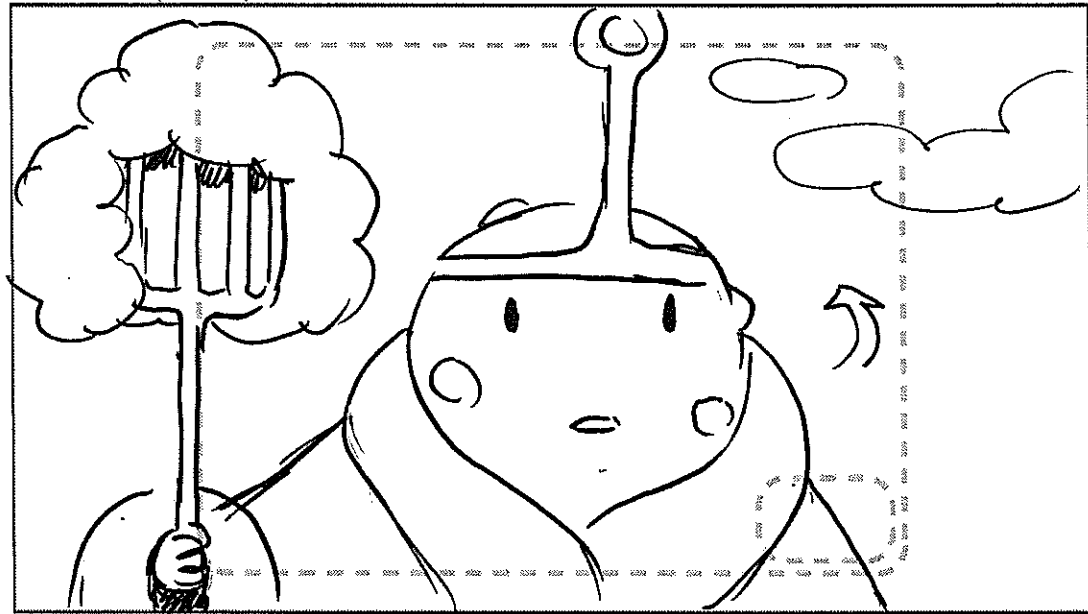
ADVENTURE TIME



Sc. 123 Pnl. A Bg. day night



Sc. 124 Pnl. A Bg. day night



Dialog:

Action:

-FP TURNS.

Timing:

359



(SFX) *TIRE SQUEAL* →

-CRUNCHY LOOKS UP.



360

EPISODE # 1034-219

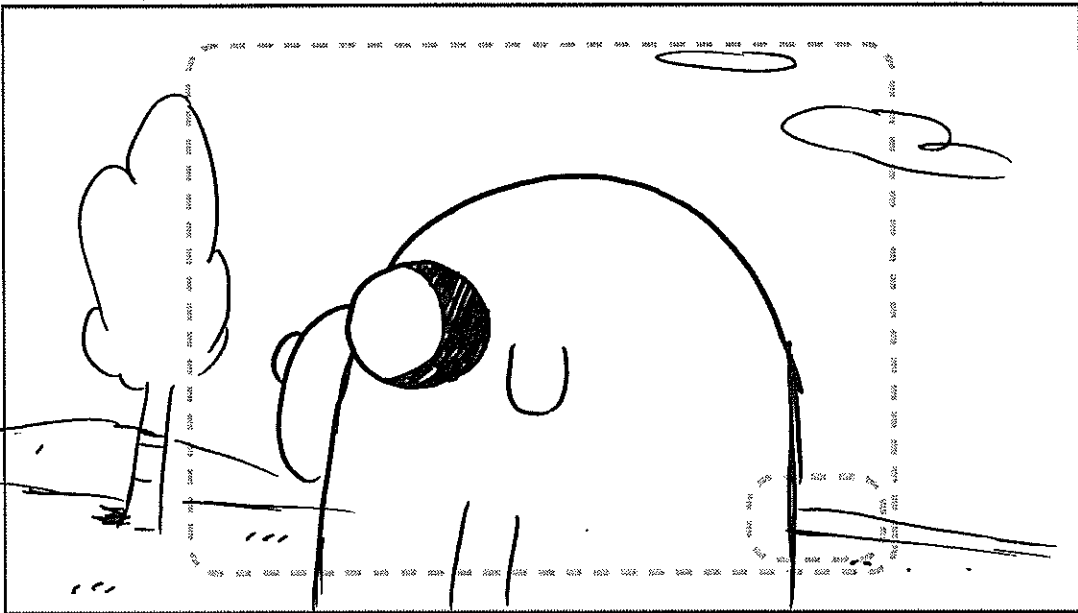
Production :

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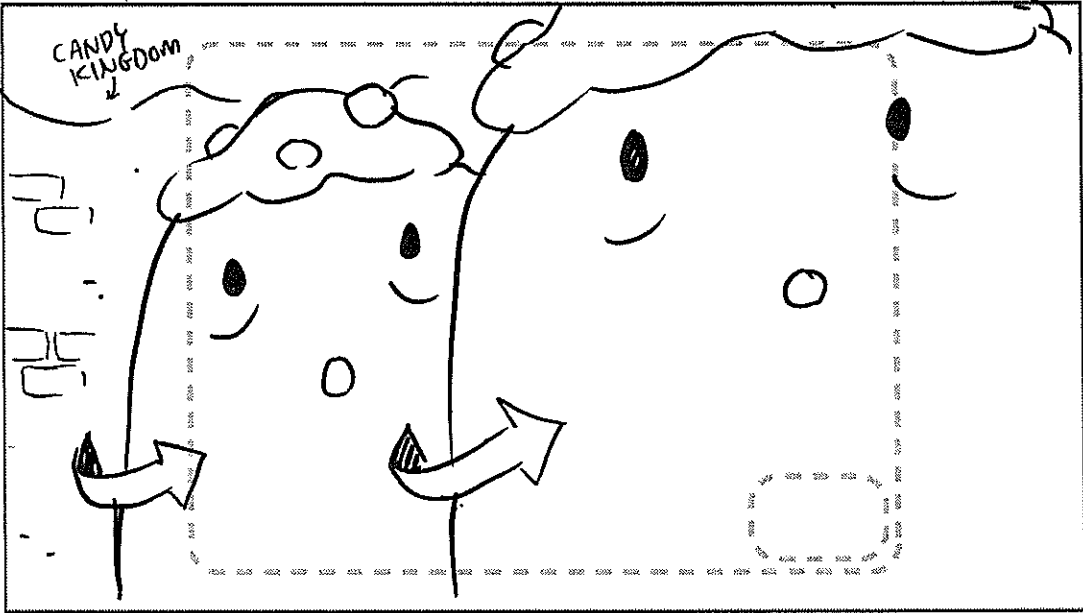
ADVENTURE TIME



Sc. 125 Pnl. A Bg. day night



Sc. 126 Pnl. A Bg. day night



Dialog:	
Action:	- JAKE DOESN'T TURN, - B. GUARDS TURN,
Timing:	
361	

362	

EPISODE # 1034-219

Production :

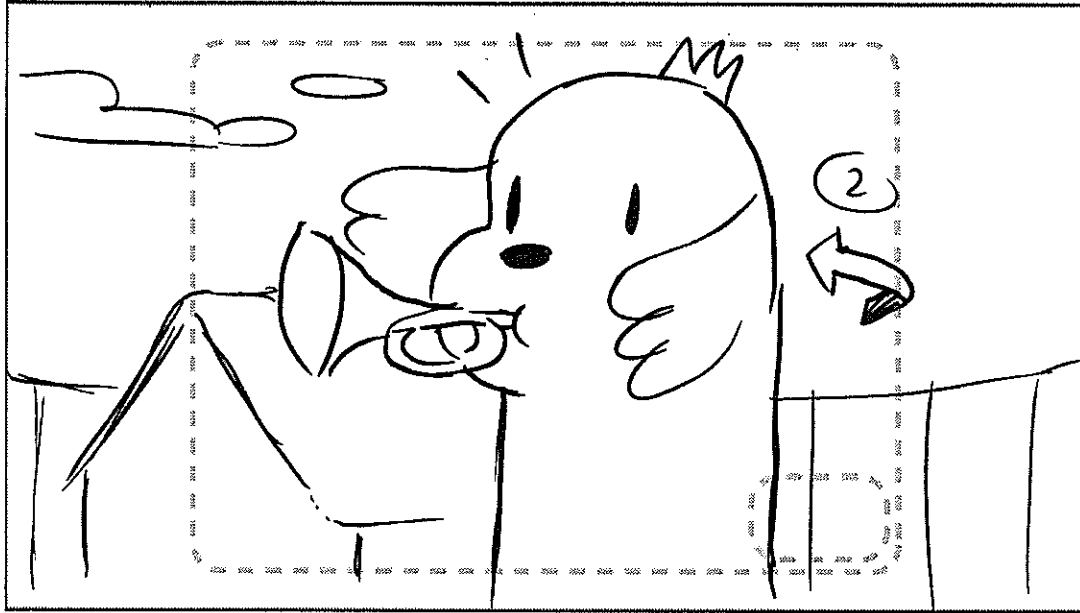
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ADVENTURE TIME

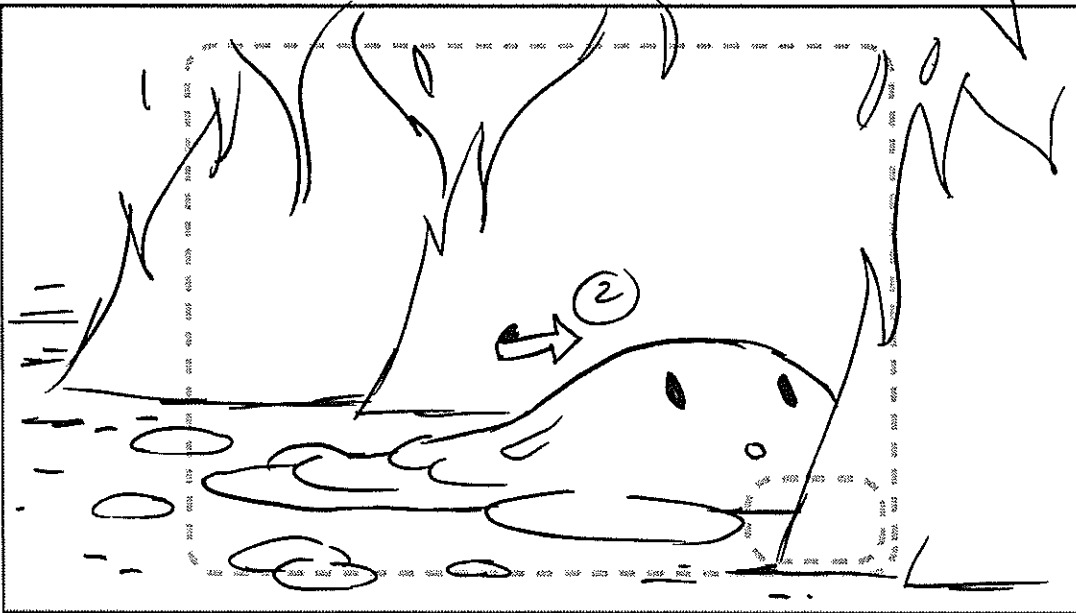



Page 182


Sc. 127 Pnl. A Bg. day night



Sc. 128 Pnl. A Bg. day night



Dialog:	SFX: *TROT* ??		363
Action:	HDP TURNS.		
Timing:			

	- KING of 000 TURNS.		364

EPISODE # 1034-219

Production :

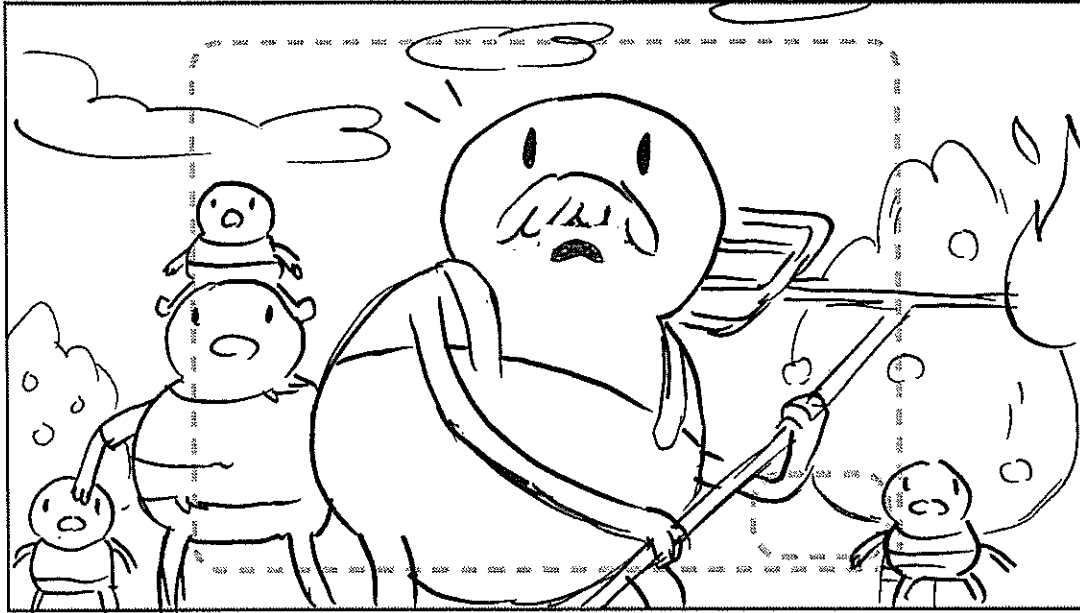
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ADVENTURE TIME

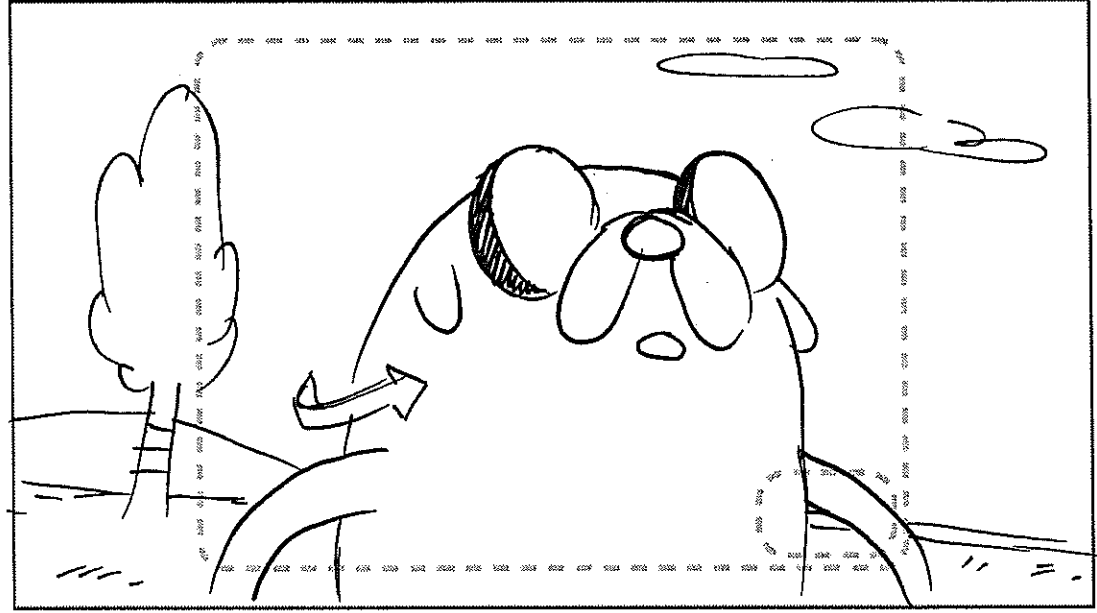


Page 183

Sc. 129 Pnl. A Bg. day night



Sc. 130 Pnl. A Bg. day night



Dialog:

Action:

- CLOUD DANCE
TURNS.

Timing:



365

- NOW JAKE TURNS.



366

EPISODE # 1034-219

Production :

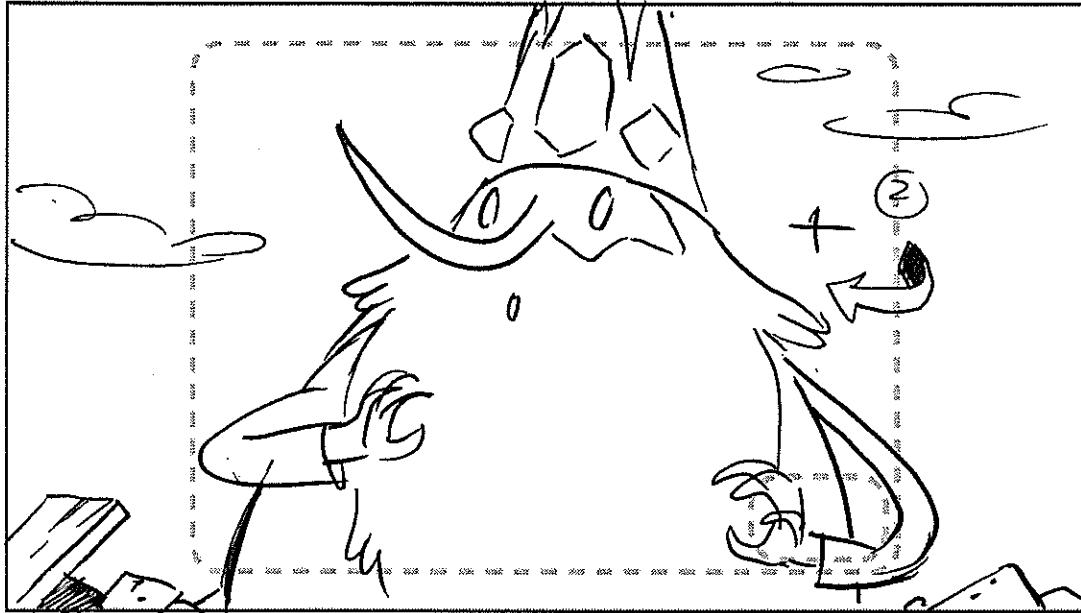
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ADVENTURE TIME

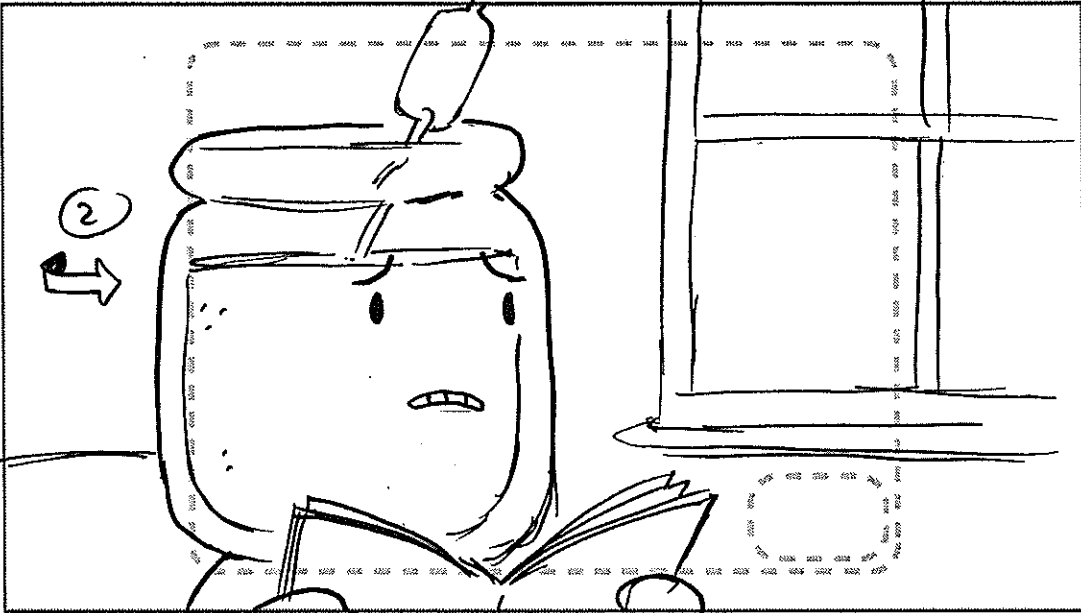


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Sc. 131 Pnl. A Bg. day night



Sc. 132 Pnl. A Bg. day night



Dialog:

Action:

-IK TURNS

Timing:

367

-DBG TURNS.

368

EPISODE # 1034-219

Production :

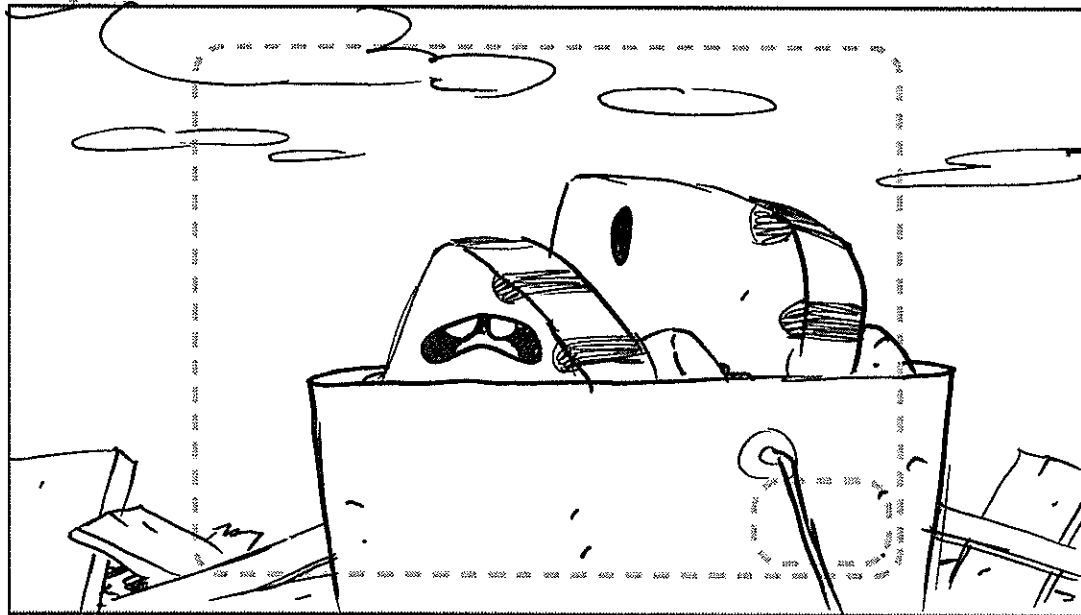
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ADVENTURE TIME

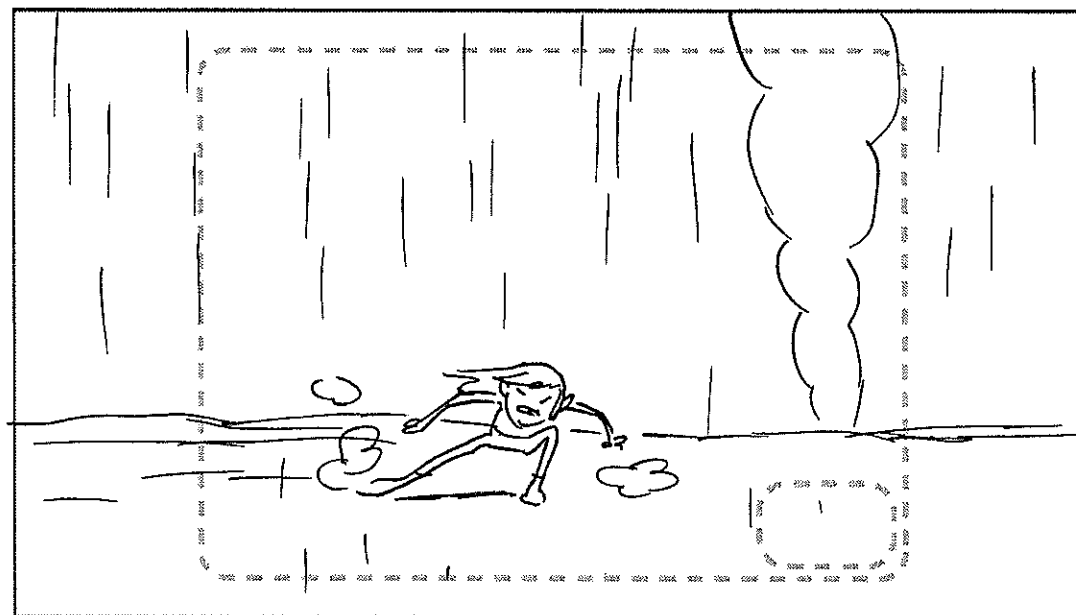


Page 185

Sc. 133 Pnl. A Bg. day night

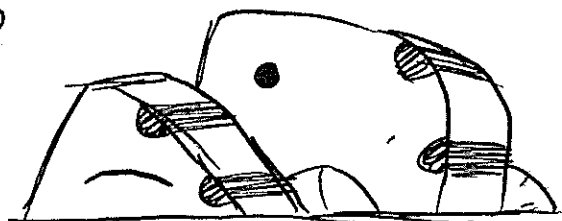


Sc. 134 Pnl. A Bg. day night



Dialog:

P.BUT WHUUUTT!!!
(really stretch it)



Action:

-DUST STARTS SETTLING.

Timing:

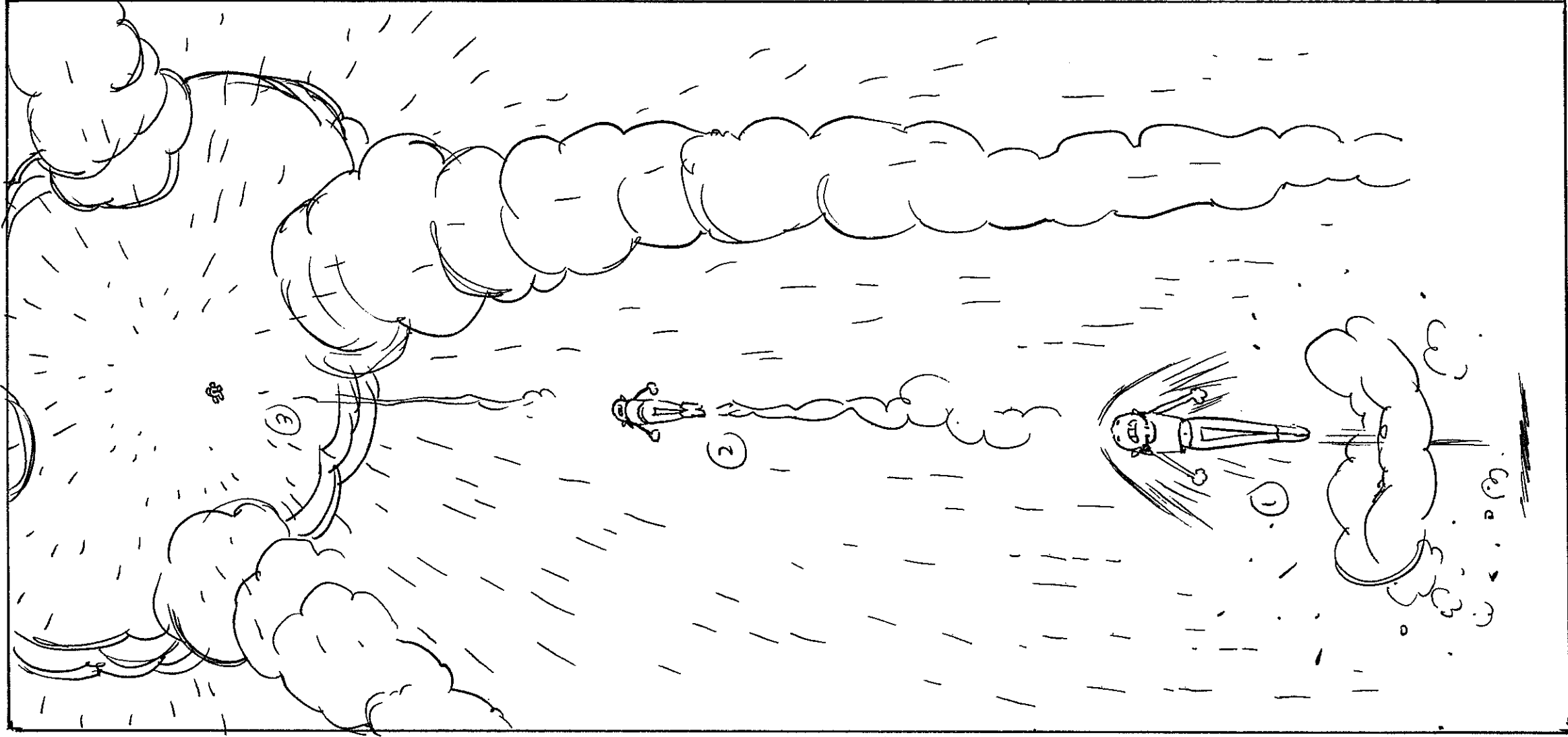
369

370

1034-219

EPISODE #

Production :



371

372

SFX: SONIC BOOM!

1034-219

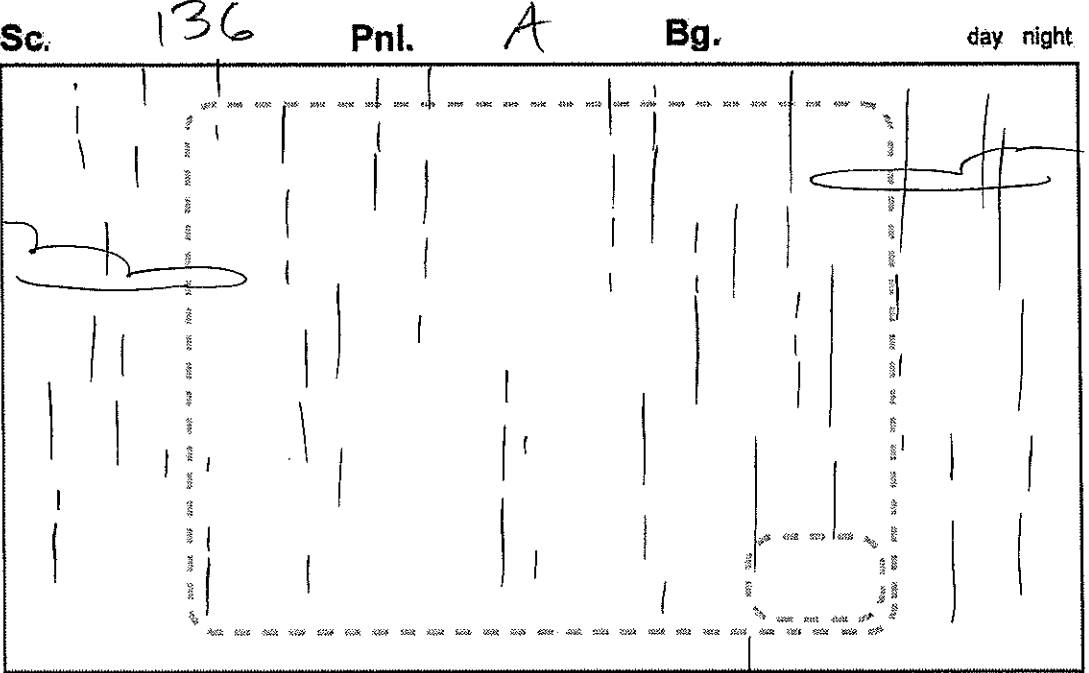
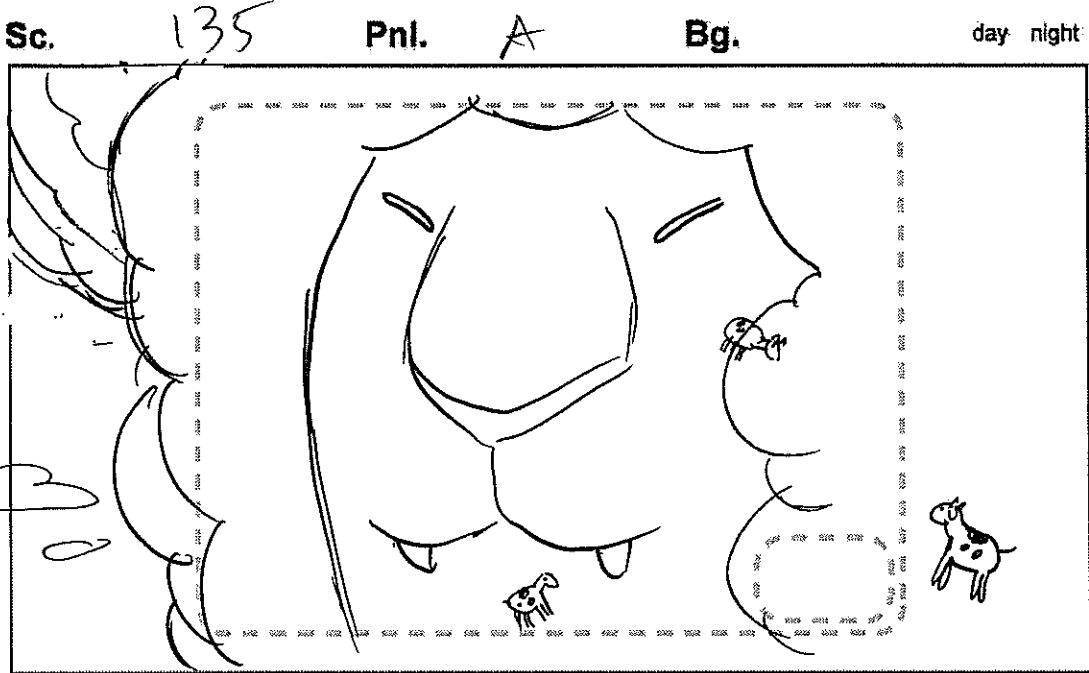
-Marceline shoots up toward the Essence's belly

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ADVENTURE TIME



Page 187



Dialog: (SFX) POP!

Action: - Essence is shocked to have belly pierced

Timing:

373

374

EPISODE # 1034-219

Production :

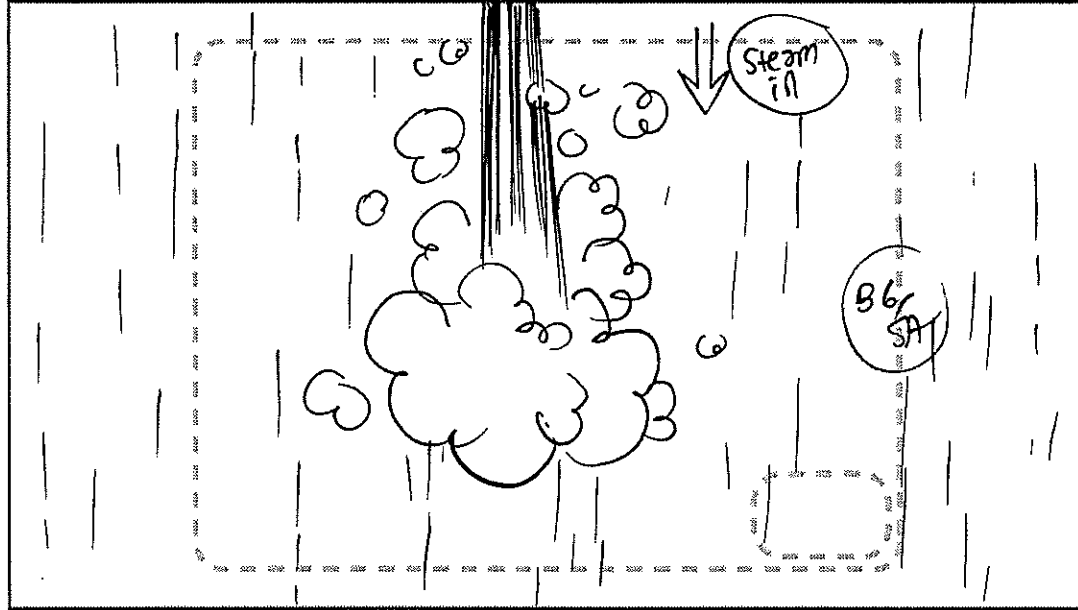
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ADVENTURE TIME

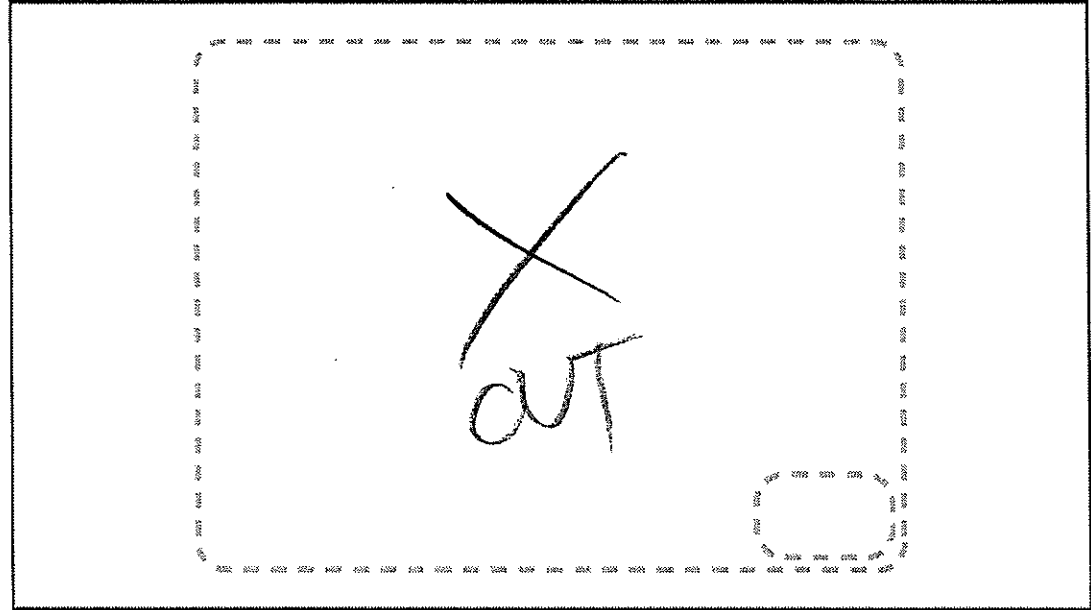


Page 188

Sc. 136 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(SFX): TSSSS!

Action:

- Steam sprays from belly wound.

Timing:

375

376

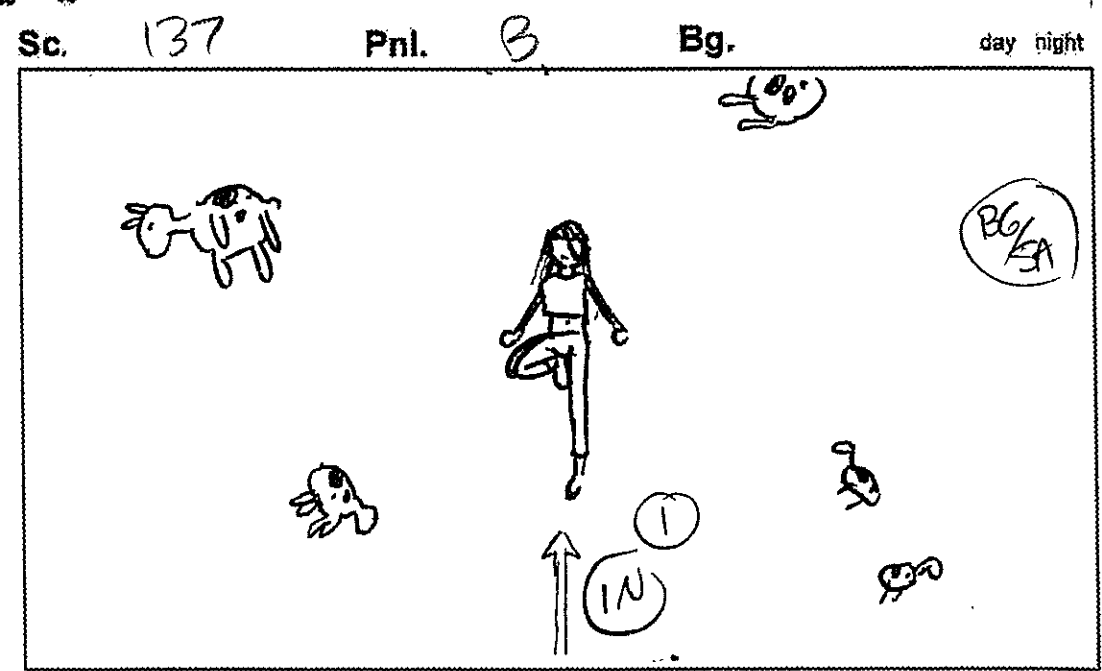
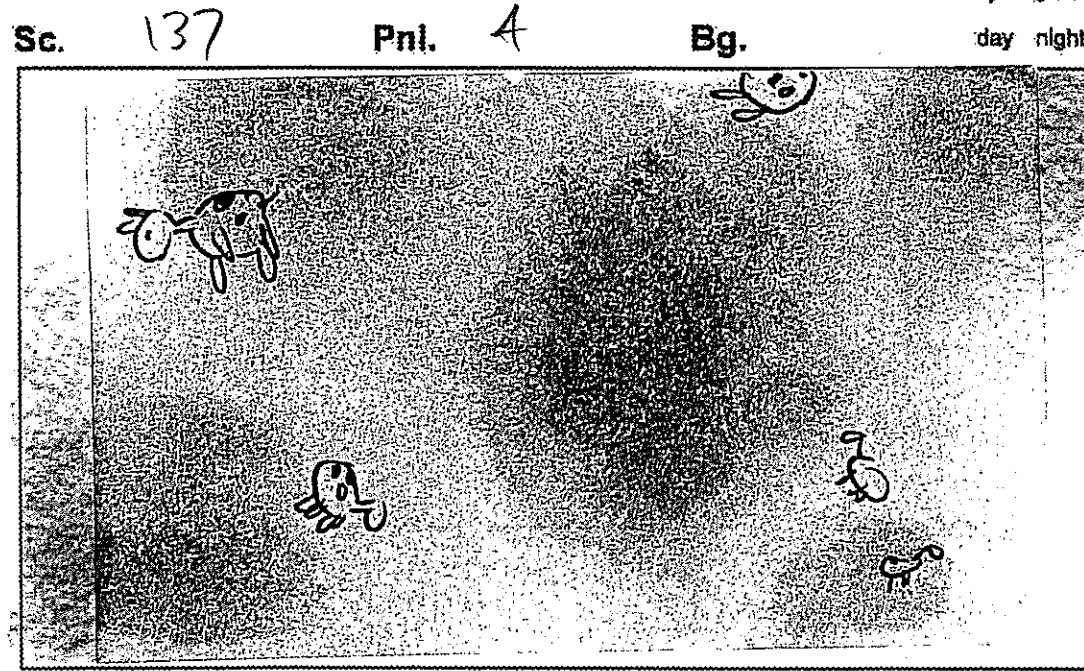
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 189



Dialog:

Action:

- M. SHOTS UP INTO INTERIOR.

Timing:

377



2

BEAT (slow hair unfurl)

378

EPISODE # 1034-219

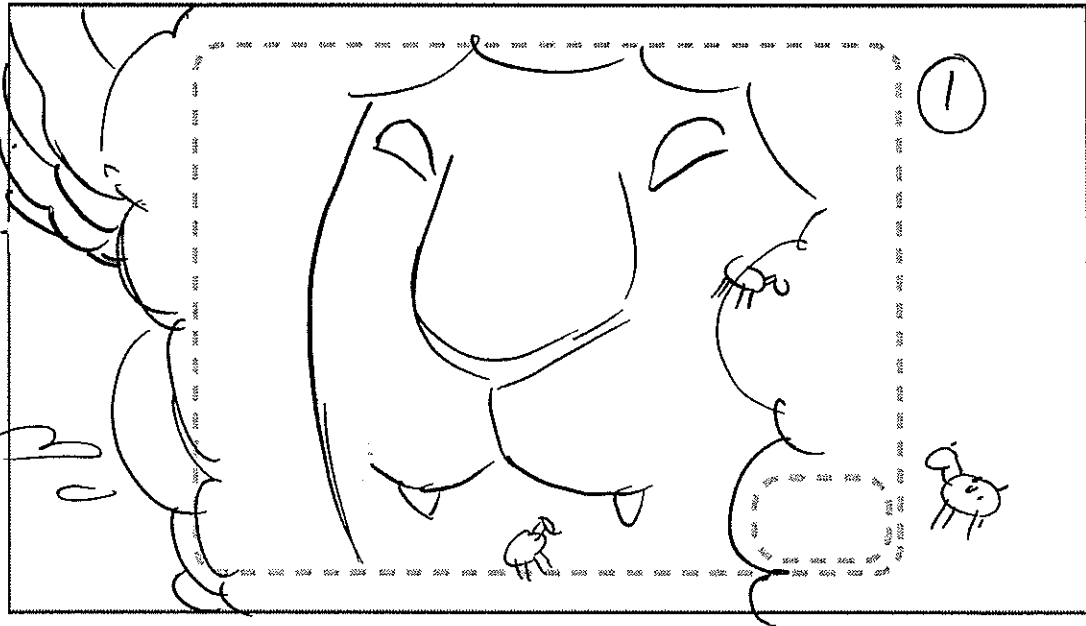
Production :

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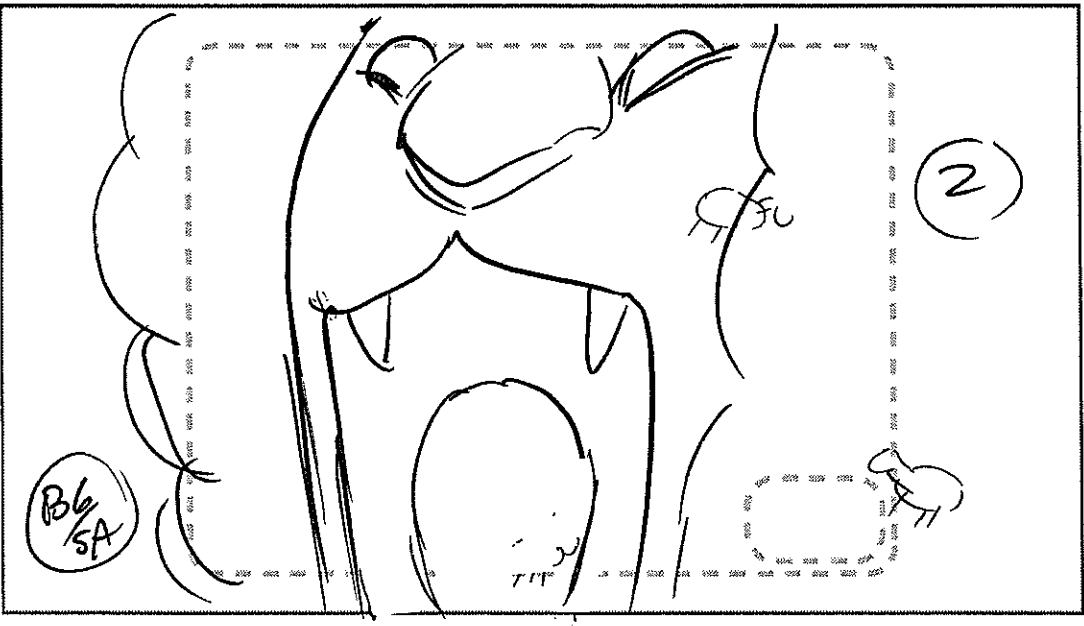
ADVENTURE TIME



Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night



Dialog:	ESSENCE: ROARR!!
Action:	
Timing:	379 380

EPISODE # 1034-219
Production :

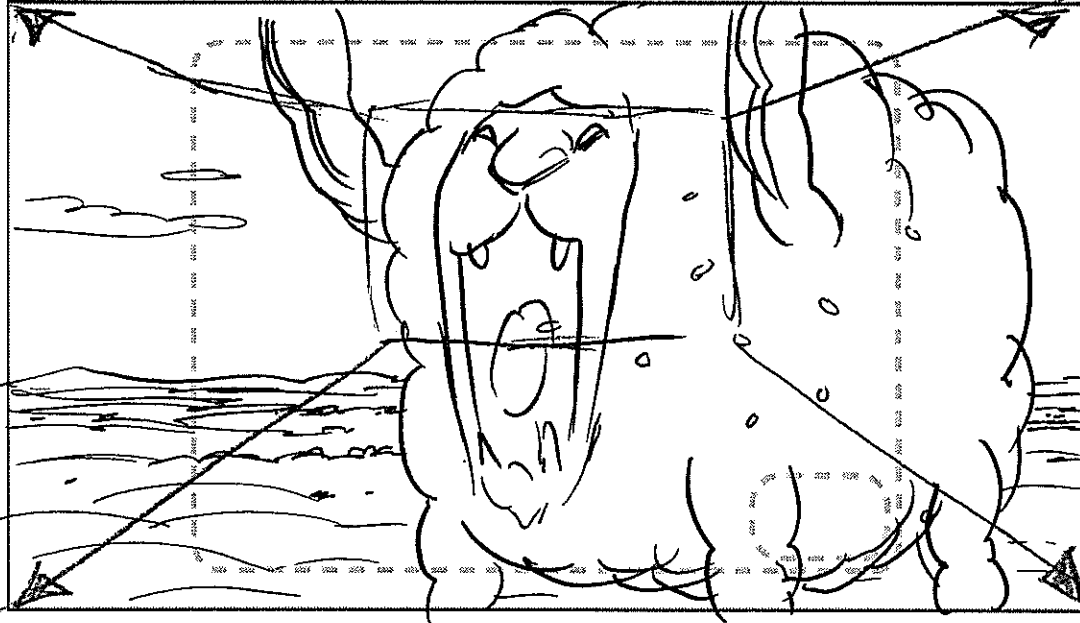
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ADVENTURE TIME

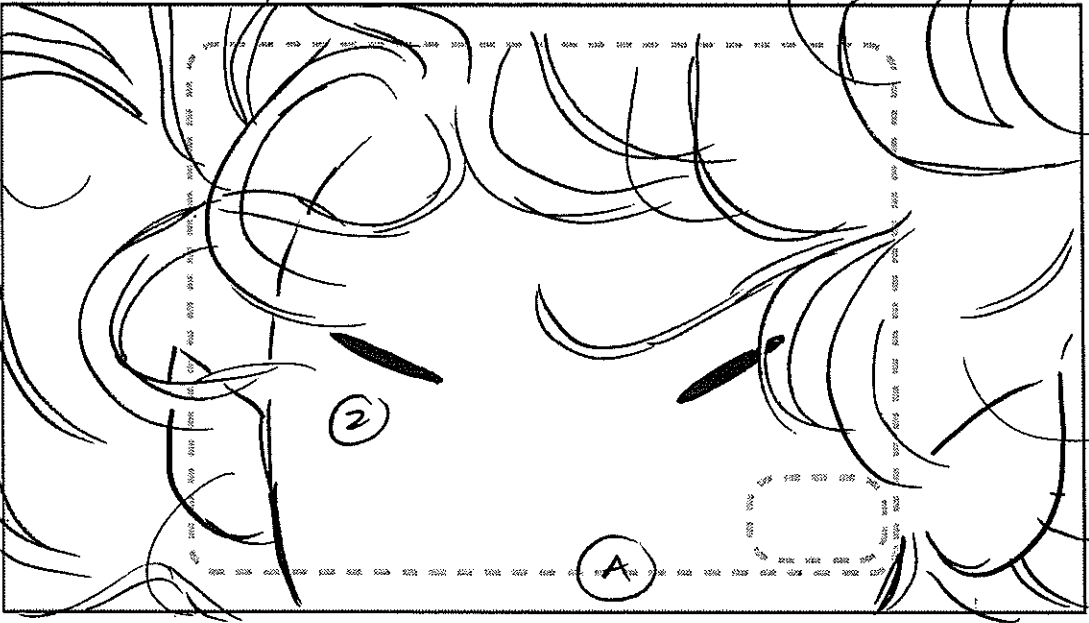


Page 191

Sc. 138 Pnl. C Bg. day night



Sc. 139 Pnl. A Bg. day night



Dialog: ESSENCE: (roar continues →) ESSENCE (OS) [MUFFLED] continued roaring

Action: (A/B) Marceline's hair sways as though underwater.

Timing: 381 382

EPISODE # 1034-219

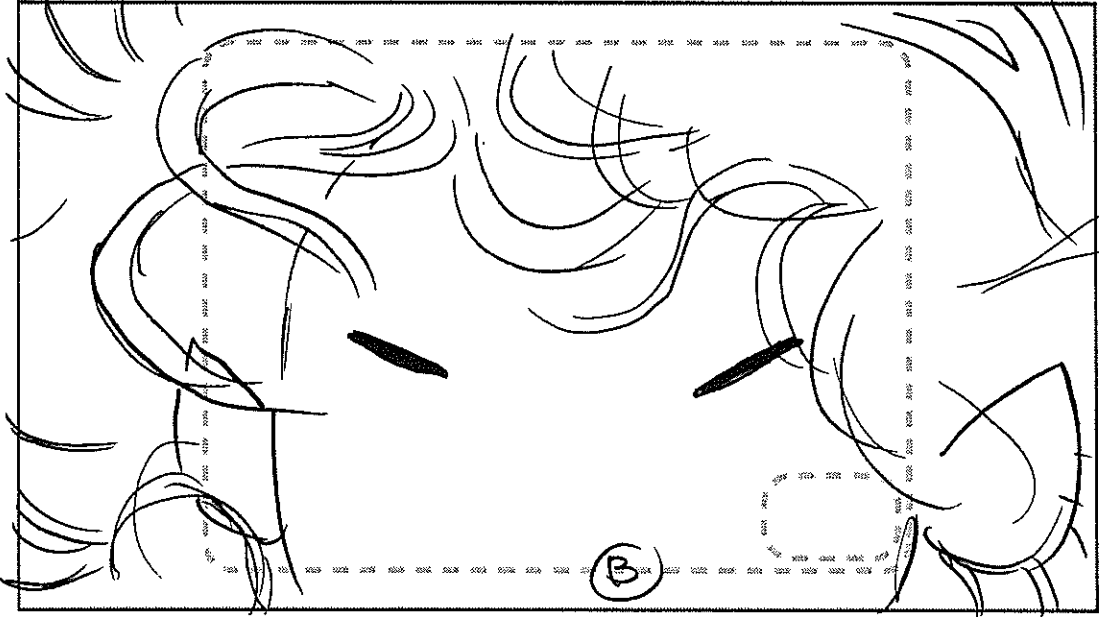
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ADVENTURE TIME

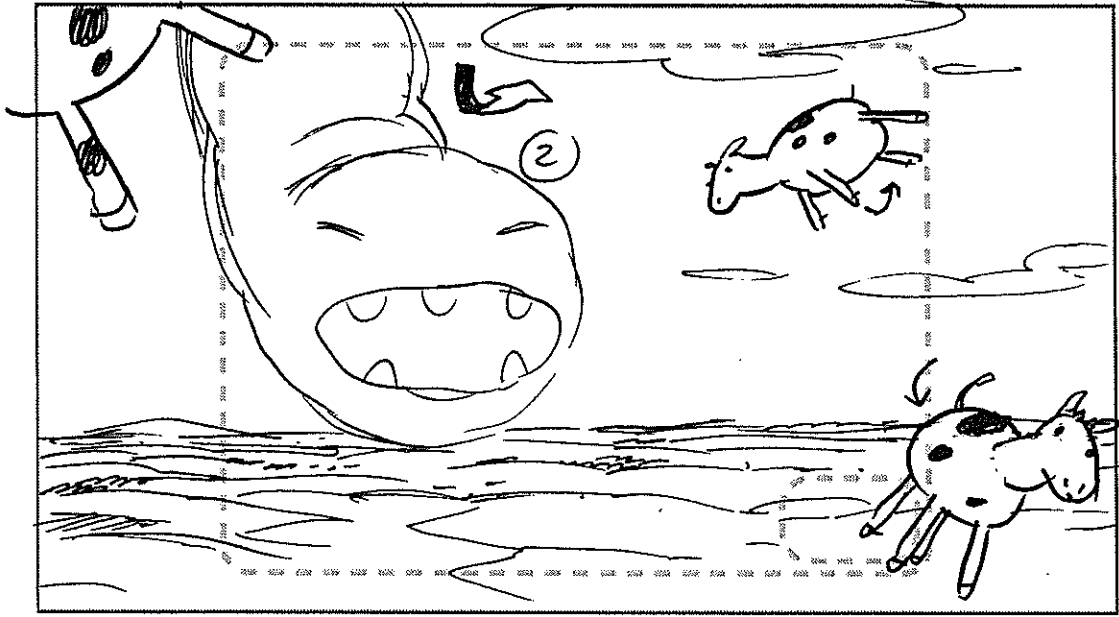


Page 192

Sc. 139 Pnl. B Bg. day night



Sc. 140 Pnl. A Bg. day night



Dialog:	(ESSENCE) → (cont.) (LONG BEAT)	(EEL) * HISS! SPUTTER! ROAR! * [muffled] ②
Action:	- EEL dips into shot - cows slowly float about (MARCELINE P.O.V.)	
Timing:	383	384

EPISODE # 1034-219 Production :

ADVENTURE TIME

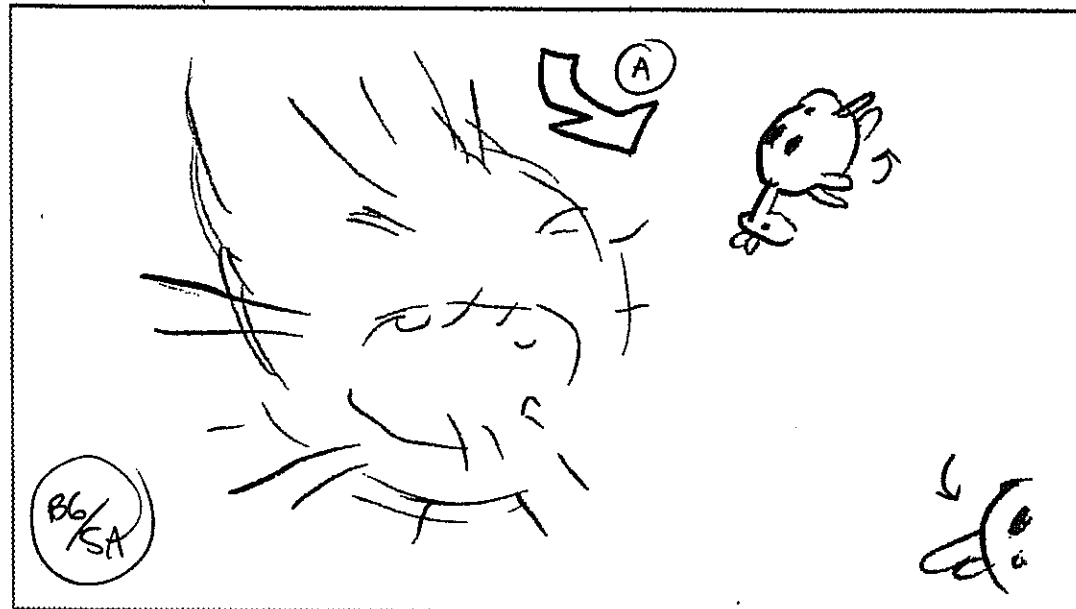


Page 193

Sc. 140 Pnl. B Bg. day night



Sc. 140 Pnl. C Bg. day night



Dialog:

Action:

Timing:

(EEL:) * muffled roaring *

(A)(B)(A)

- EEL presses face into Essence's skin

385



386

1034-219

EPISODE #

Production :

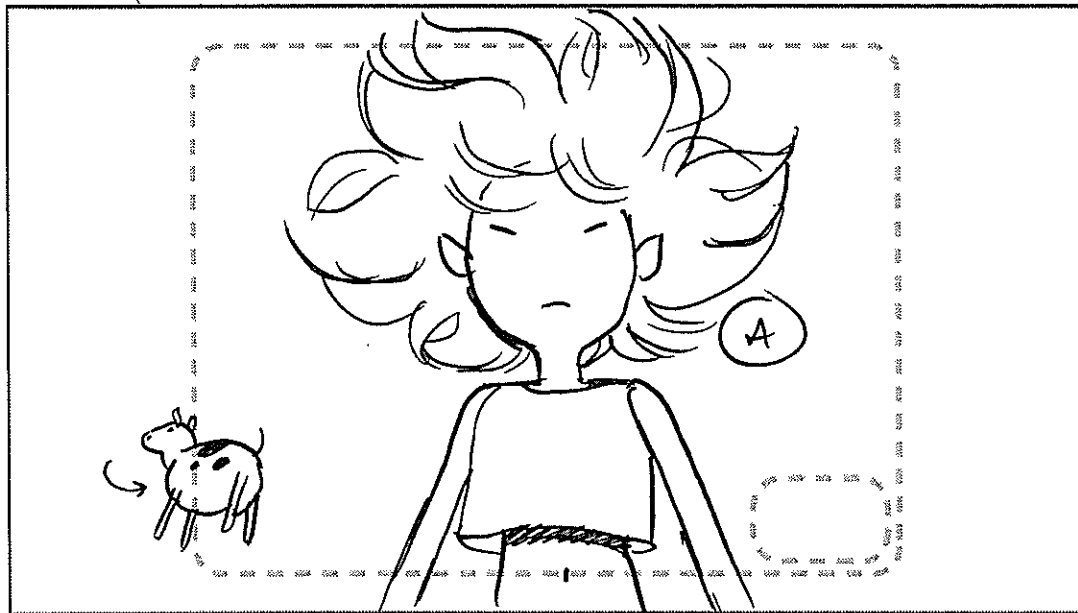
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ADVENTURE TIME

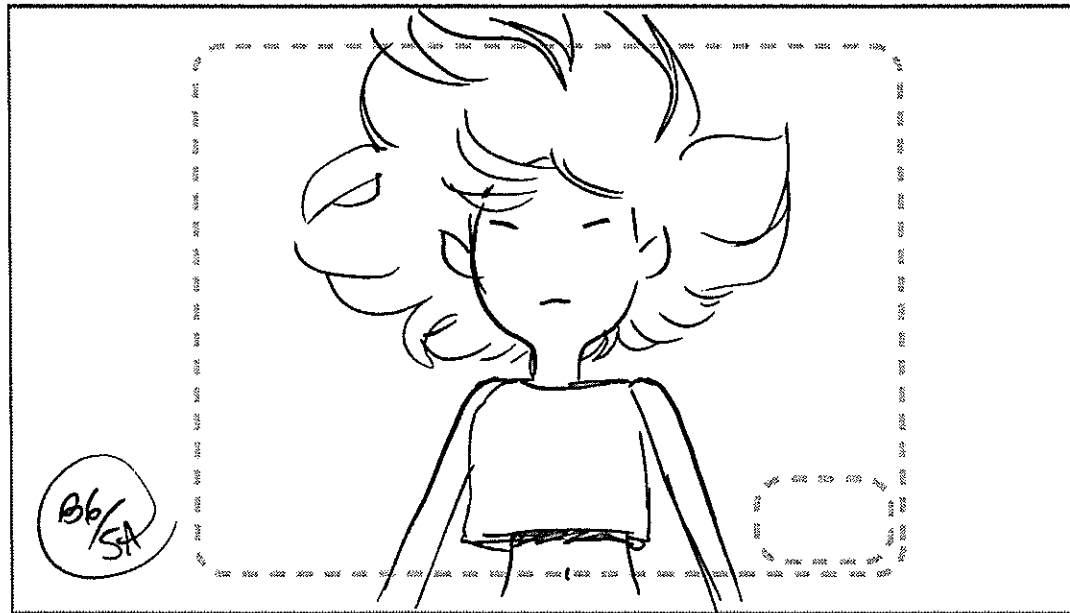


Page 194

Sc. 141 Pnl. A Bg. day night



Sc. 141 Pnl. B Bg. day night



Dialog: EEL OS [muffled:] cont. roaring

Action:

Timing:

387



MARCELINE: [telepathically(?)]
King?

388

EPISODE # 1034-219

Production :

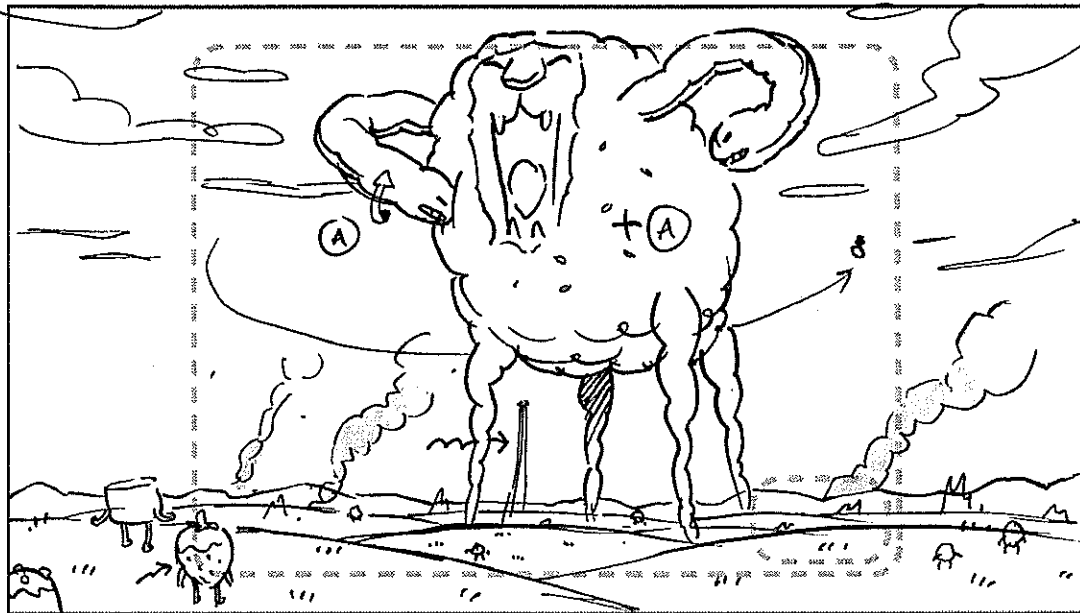
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ADVENTURE TIME

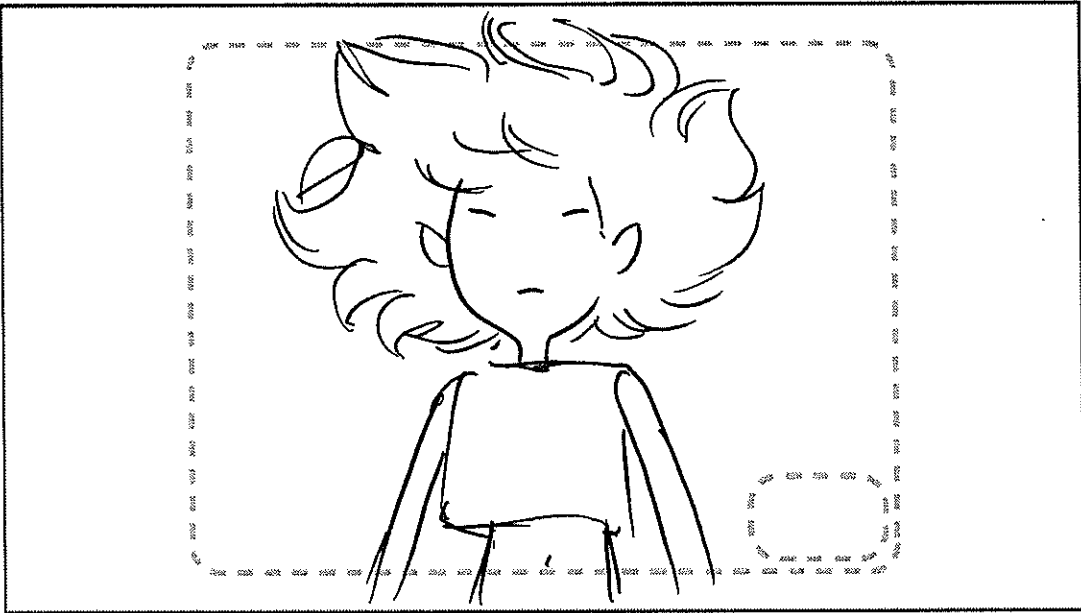


Page 195

Sc. 142 Pnl. A Bg. day night



Sc. 143 Pnl. A Bg. day night

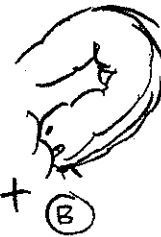
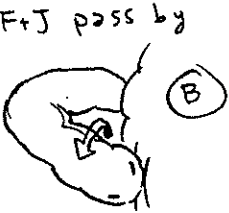


Dialog: A. ESSENCE: ROARING (muffled? Still in telepathy zone?)
B. MARCELINE (telepathic): You still in here?

(M:) (telepathic) hello?

Action: -PB + F+J pass by

Timing:



389

390

EPISODE # 1034-219

Production :

ADVENTURE TIME

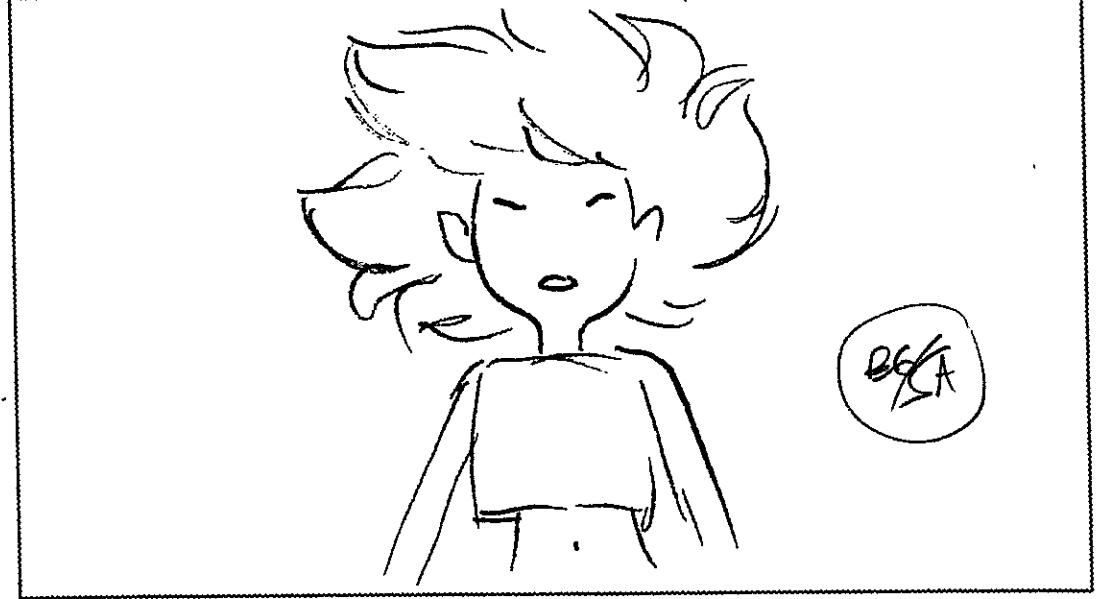


Page 196

Sc. 143 Pnl. B Bg. day night



Sc. 143 Pnl. C Bg. day night



Dialog:

- BEAT -

(M) Too bad.
(regular voice)

Action:

Timing:

391

392

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Production :

ADVENTURE TIME



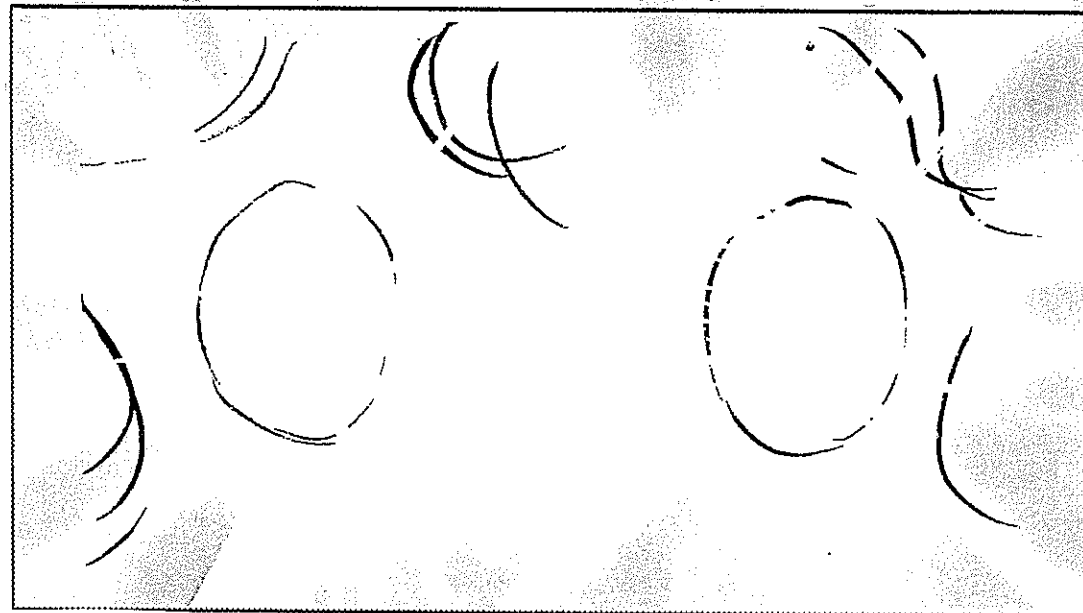
144

Page 127

Sc. 144 Pnl. A Bg. day night



Sc. 144 Pnl. B Bg. day night



Dialog:

Action:

• •
① ② - Eyes are normal for a moment before filling w/ energy

Timing:

393

394

EPISODE # 1034-219

Production :

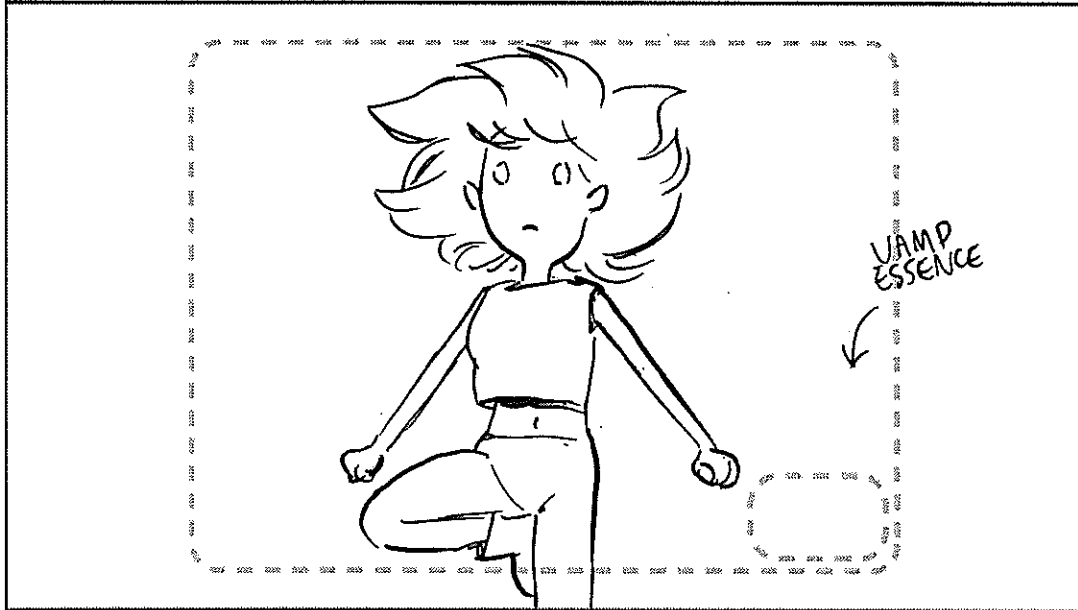
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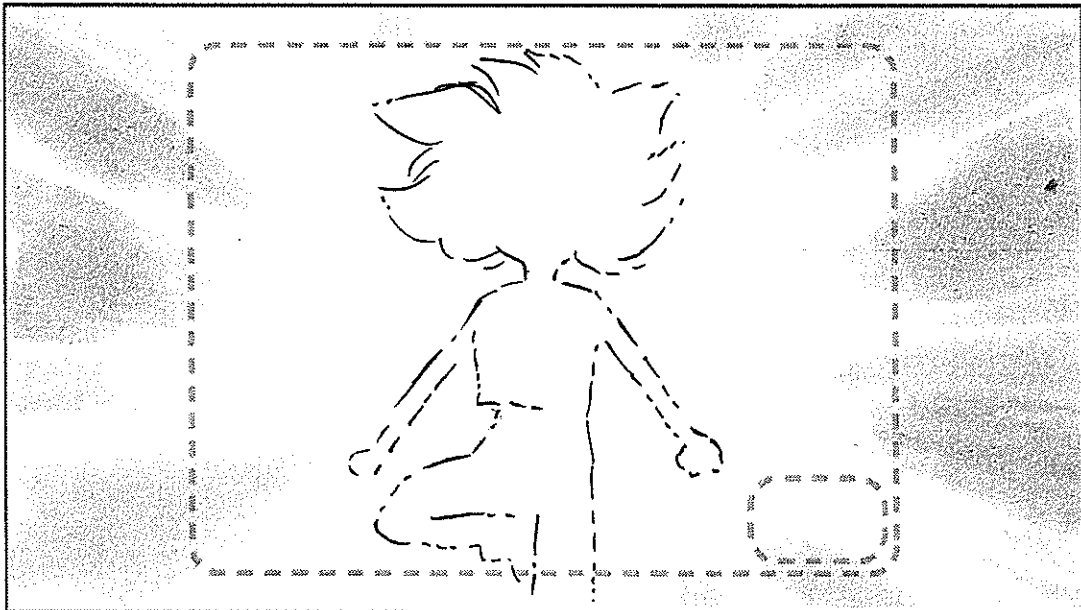


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Sc. 145 Pnl. A Bg. day night



Sc. 145 Pnl. B Bg. day night



Dialog:
Action: - Marceline fills w/ energy
Timing: 395 396

EPISODE # 1034-219

Production :

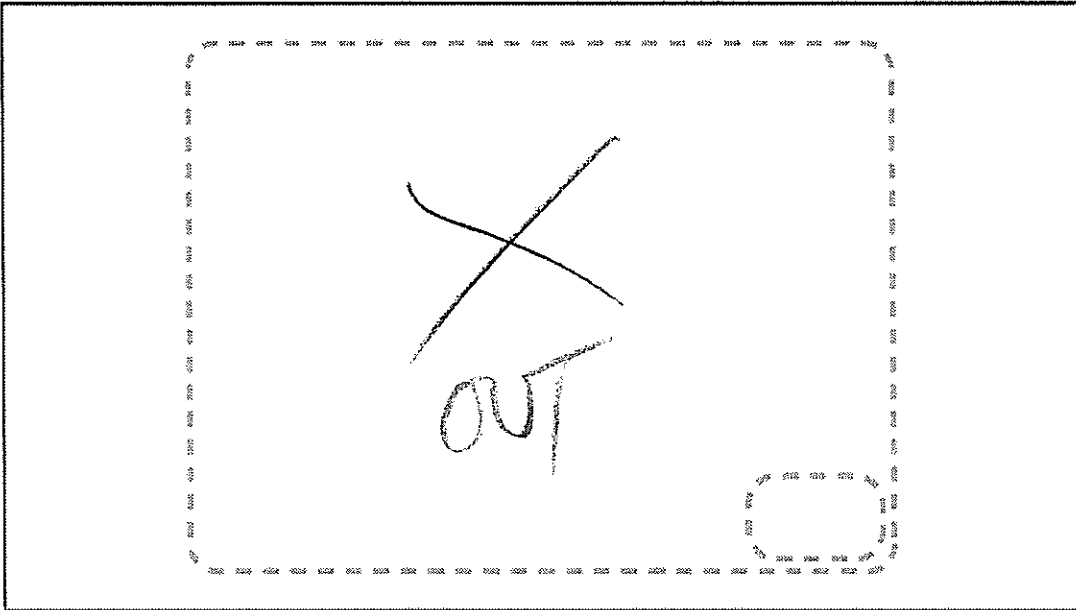
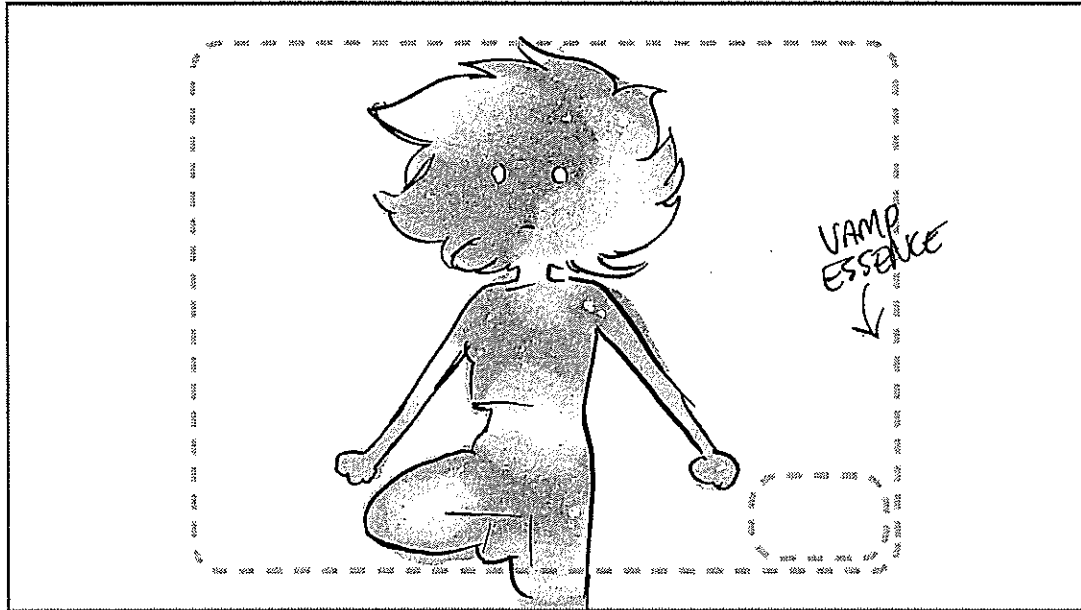
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ADVENTURE TIME



Page 199

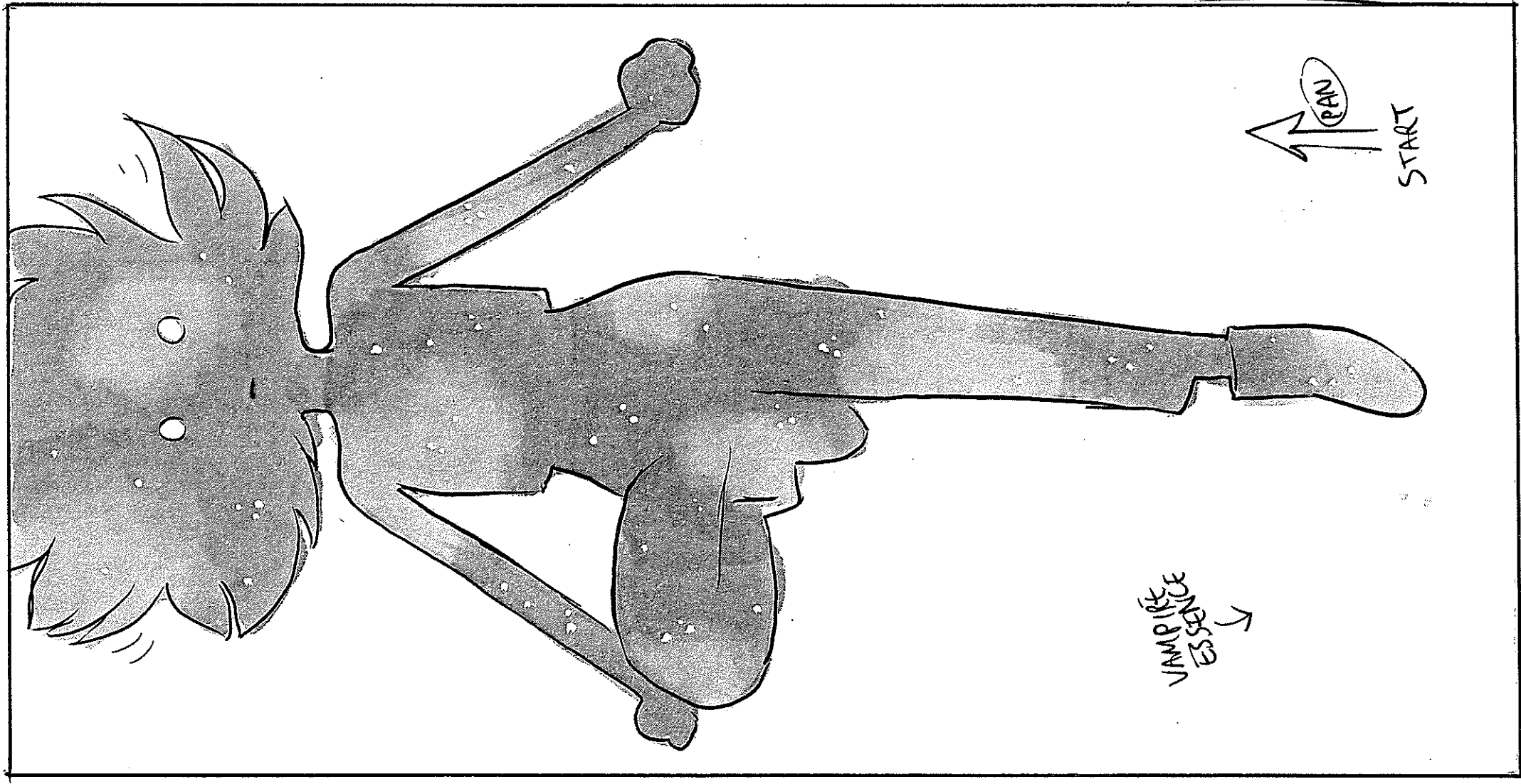
Sc. 145 Pnl. C Bg. day night Sc. Pnl. Bg. day night



Dialog:
Action: - Marceline transforms into Energy
Timing:
<div>397</div> <div>398</div>

EPISODE # 1034-219 Production :

sc. 146 p.1. A Bg.



399

400

-hair very gently moves

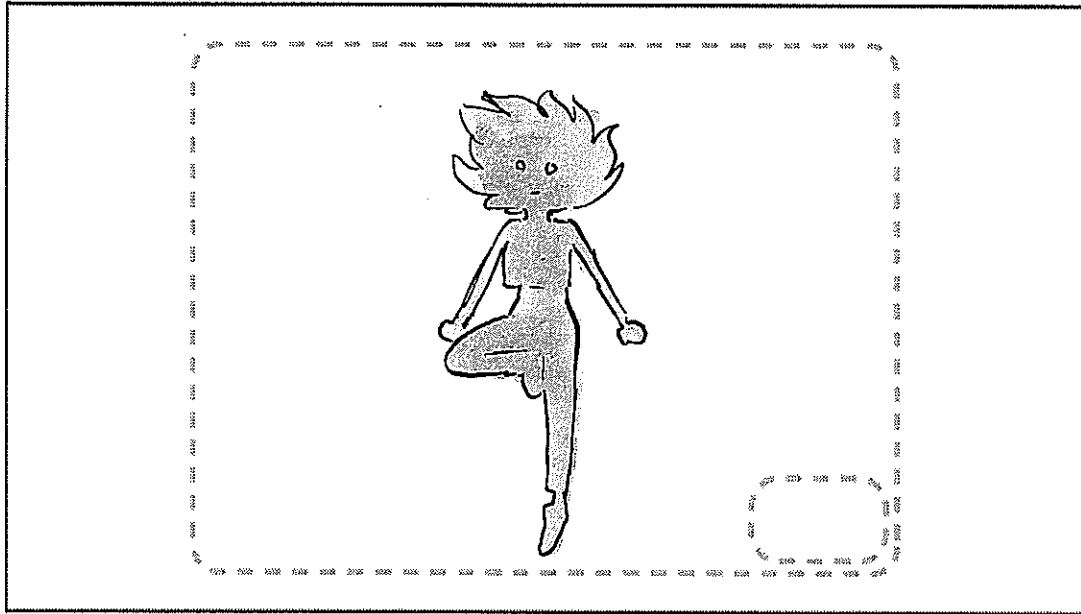
1034-219

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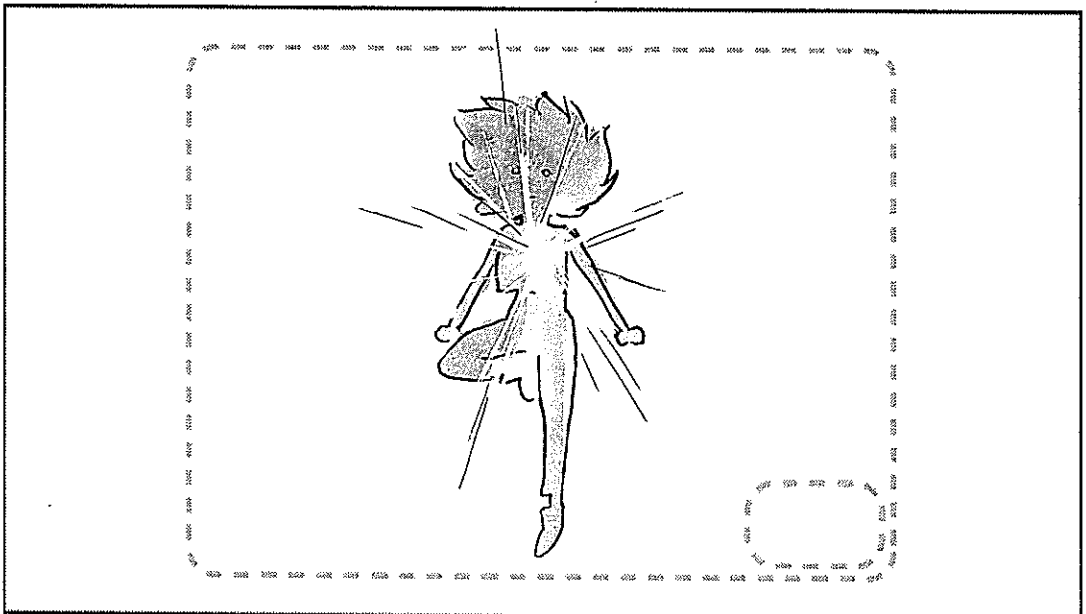
ADVENTURE TIME



Sc. 147 Pnl. A Bg. day night



Sc. 147 Pnl. B Bg. day night



Dialog:	
Action:	- Marceline's heart radiates light/energy
Timing:	401 402

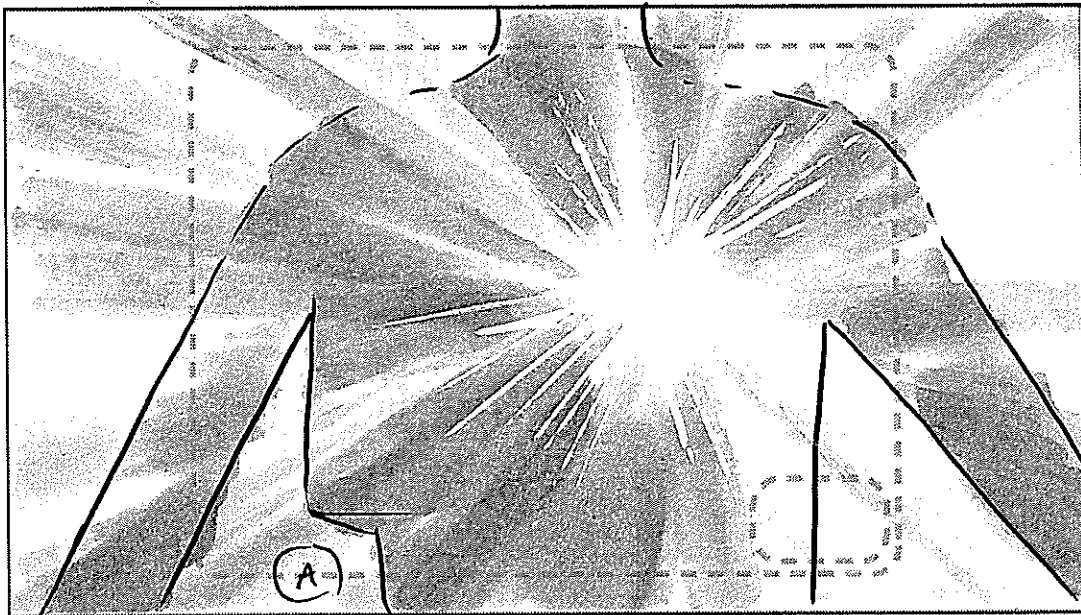
EPISODE # 1034-219 Production :

polymers as well as low molecular weight compounds are known to form micelles in aqueous solution. The critical micelle concentration (CMC) is the concentration at which micelles first appear. The CMC is a function of the nature of the polymer and the temperature of the solution. The CMC of a polymer in water is typically in the range of 10^{-4} to 10^{-3} g/l. The CMC of a polymer in organic solvents is typically in the range of 10^{-2} to 10^{-1} g/l. The CMC of a polymer in water is typically in the range of 10^{-4} to 10^{-3} g/l. The CMC of a polymer in organic solvents is typically in the range of 10^{-2} to 10^{-1} g/l.

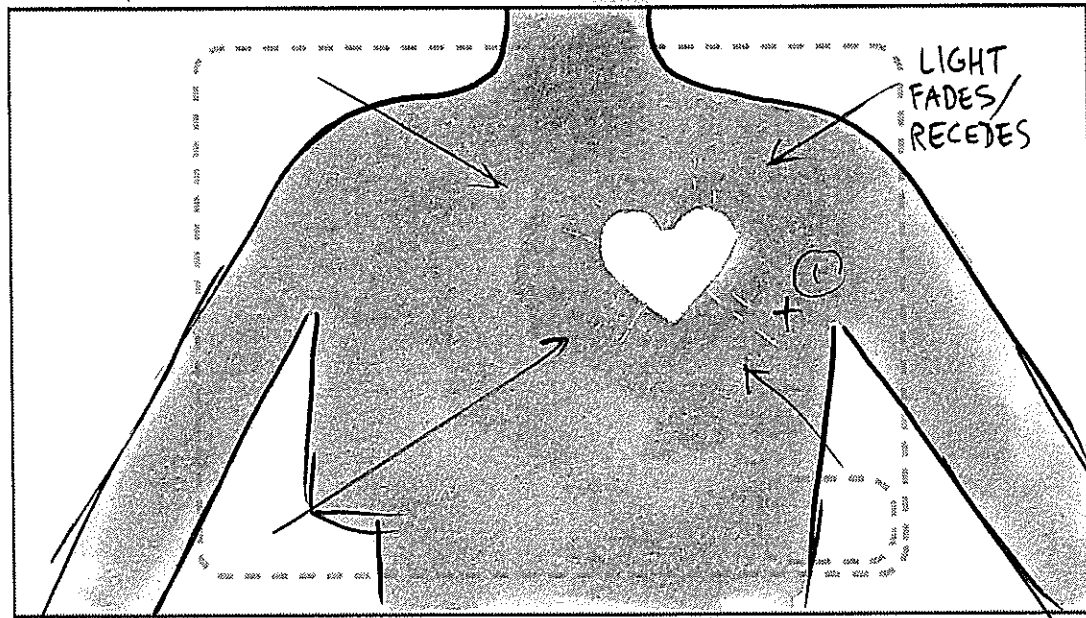


Page 202

Sc. 148 Pnl. A Bg. day night



Sc. 148 Pnl. B Bg. day night



Action: shirt shape
sways very slow +
gently throughout →

Timing: A, B, A etc.

403

③



404

EPISODE# 1034-219

Production :

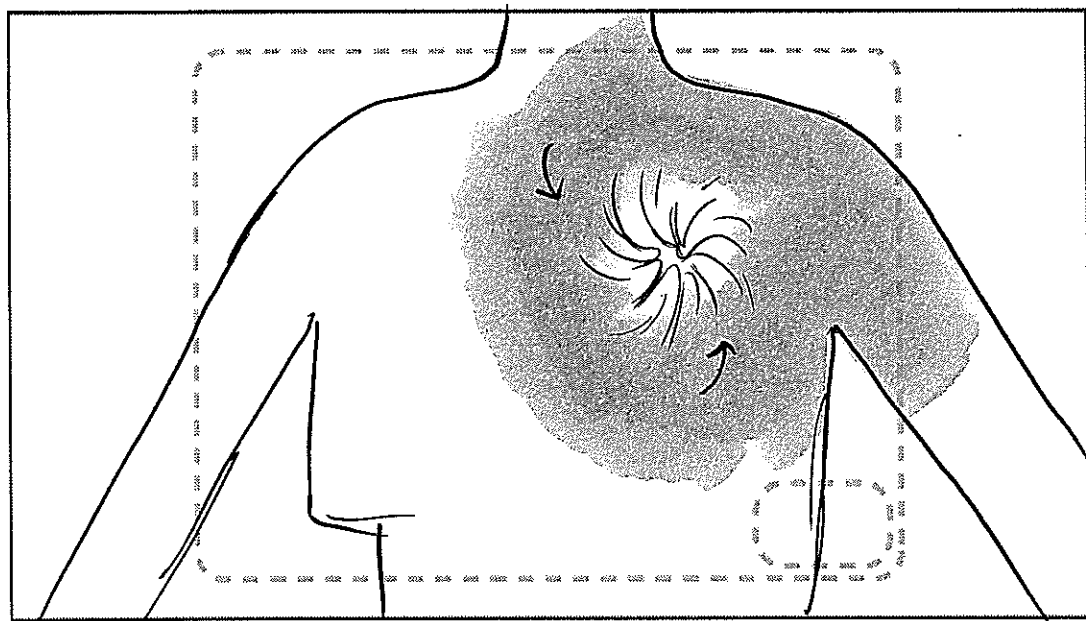
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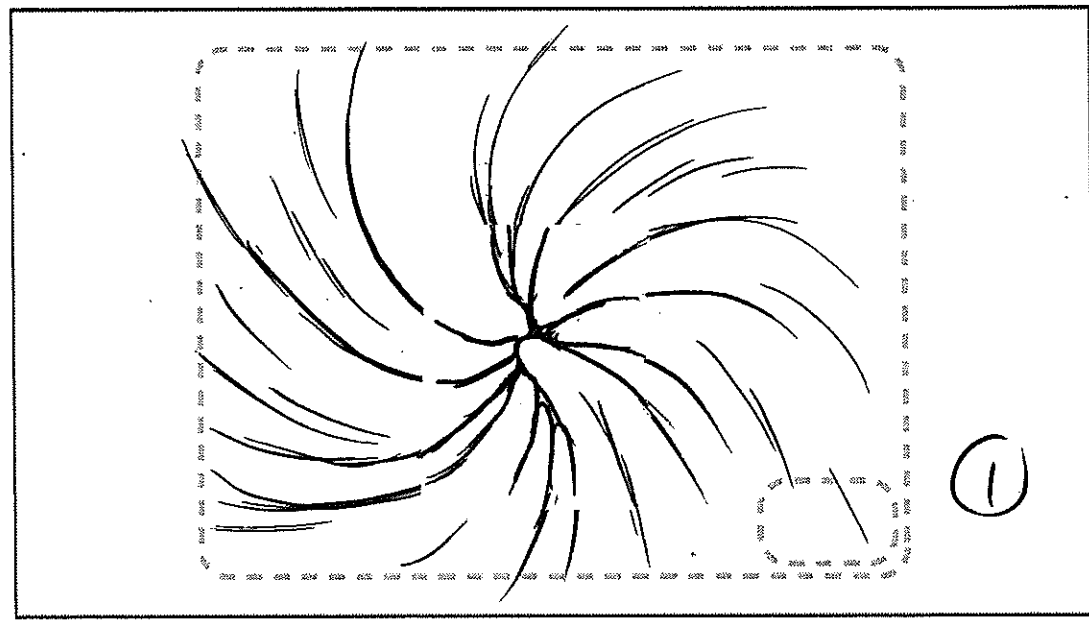


Page 203

Sc. 148 Pnl. C Bg. day night



Sc. 149 Pnl. A Bg. day night



Dialog:	
Action: - Energy heart puckers/twists inward	
Timing:	
<u>405</u>	<u>406</u>

EPISODE # **1034-219**

Production :

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ADVENTURE TIME



Page 204

Sc.

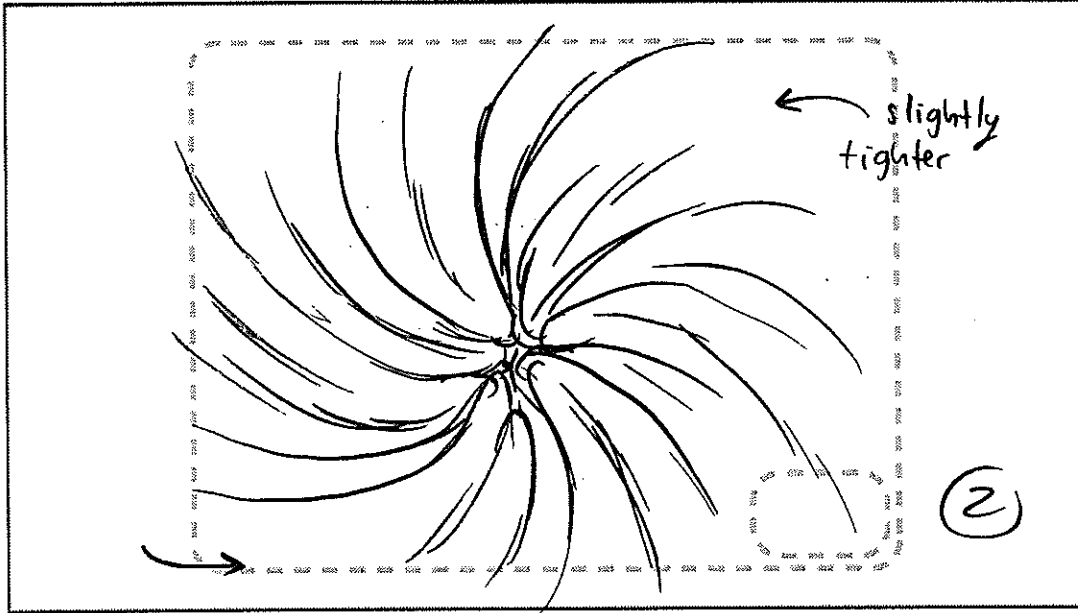
149

Pnl.

B

Bg.

day night



Sc.

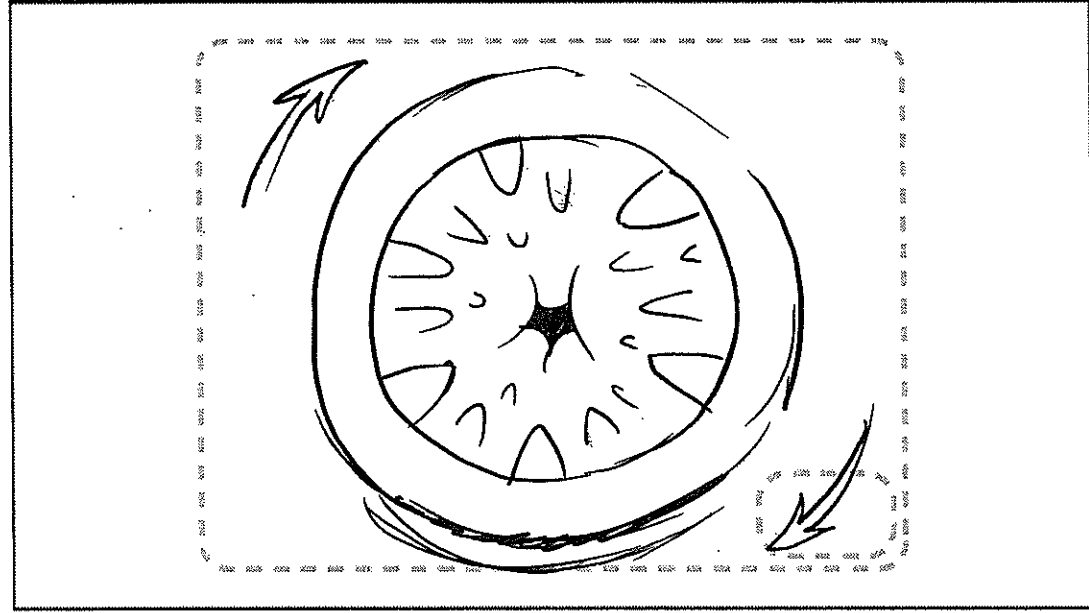
149

Pnl.

C

Bg.

day night



Dialog:

Action:

- Heart twists a bit tighter, then snaps back elastically into LAMPREY MOUTH

Timing:

407

408

1034-219

EPISODE #

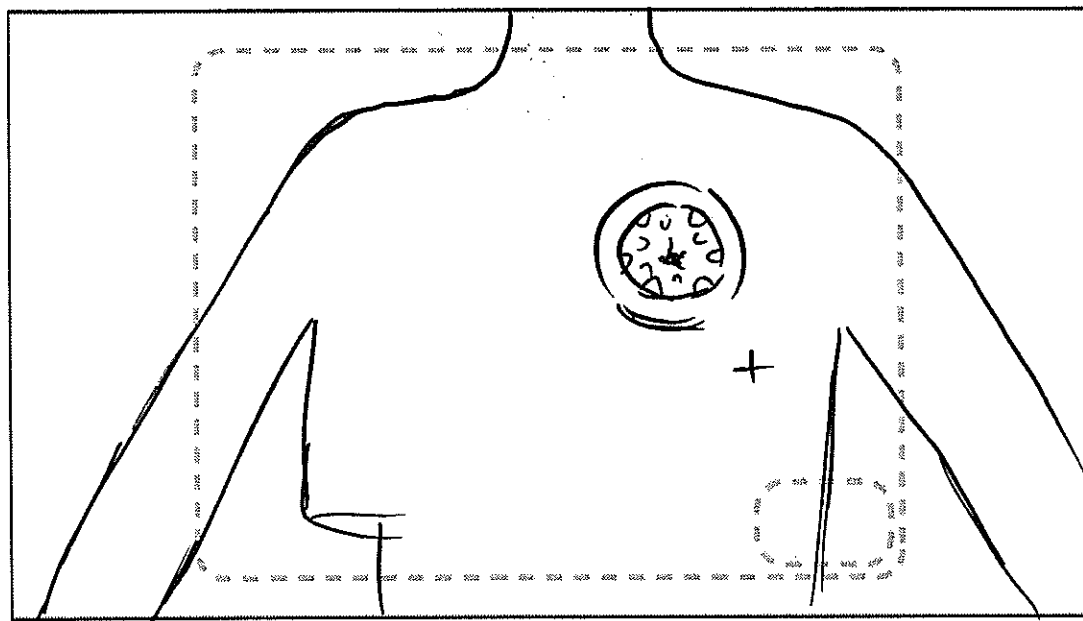
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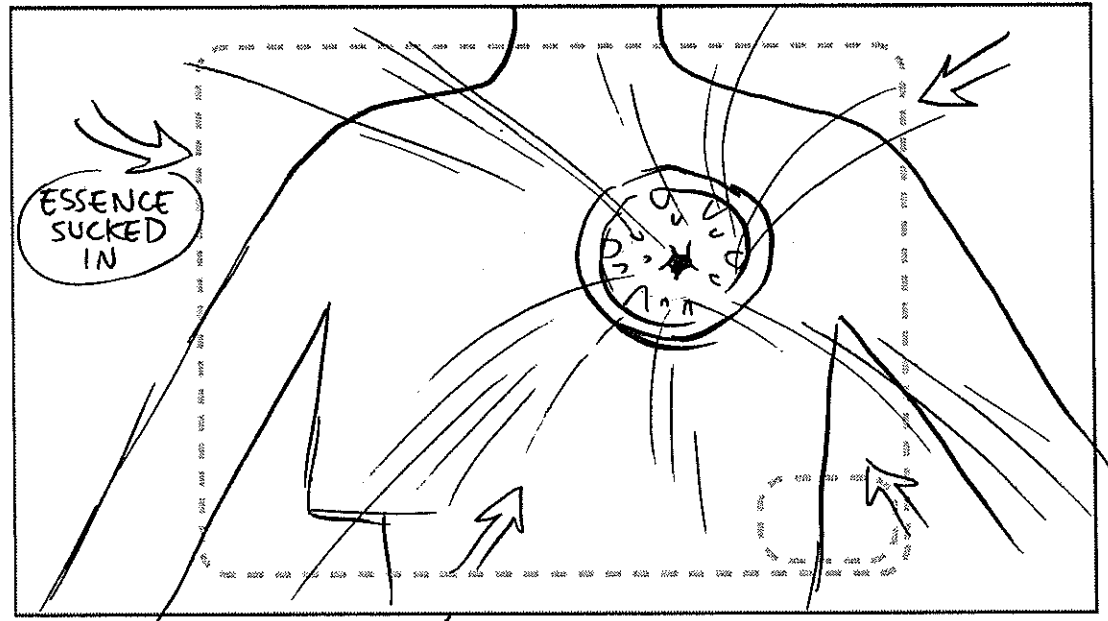


Sc. 150 Pnl. A Bg. day night



Dialog:	MARCELINE'S HEART (CLORIS LEACHMAN?) * smacks lips twice * Oh... Oh boy... oh I'm famished...	M'S HEART: *SUCKKK!*
Action:		- LAMPREY MOUTH begins to suck in Vampire ESSENCE
Timing:	409 example dialogue mouth shape +	410

Sc. 150 Pnl. B Bg. day night



EPISODE # 1034-219

Production :

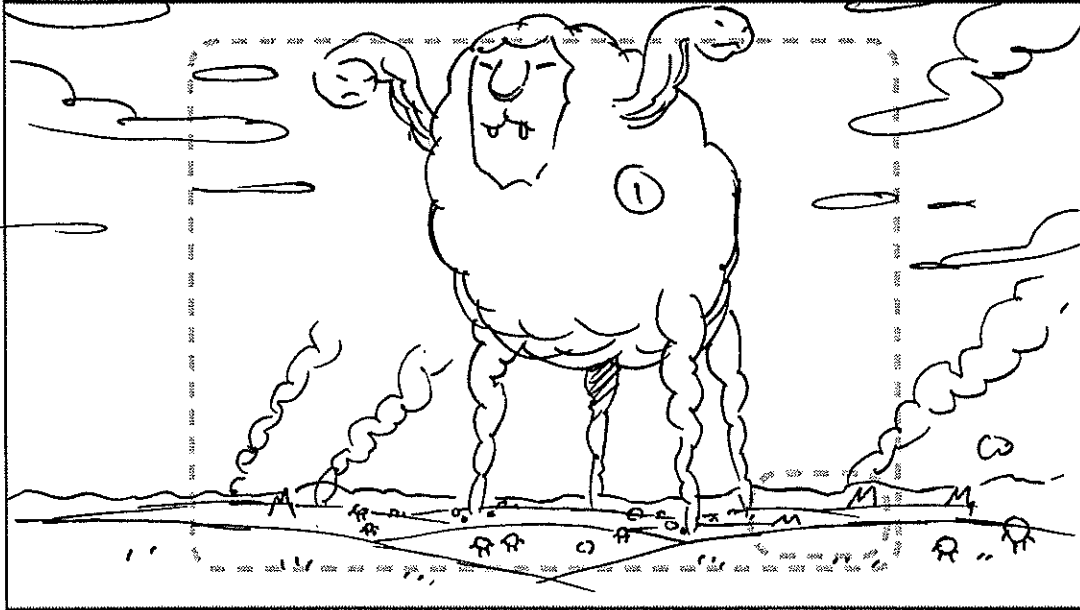
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ADVENTURE TIME

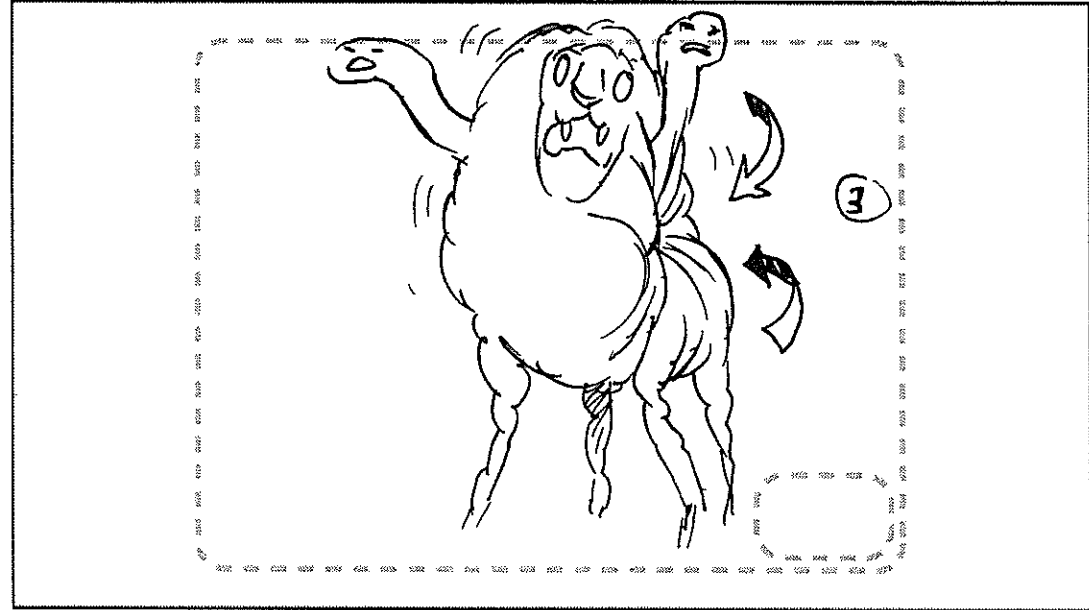


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Sc. 151 Pnl. A Bg. day night



Sc. 151 Pnl. B Bg. day night



Dialog:

Action:

Timing:



4/1

(ESSENCE) * ROAR! / SQUEAL! *

SFX: Suckkk

- Essence is sucked in via sudden jolts, from ② to ③, ③ to ④

Vibrating all along

- EELS lash about & struggle (④)



4/2

EPISODE # 1034-219

Production :

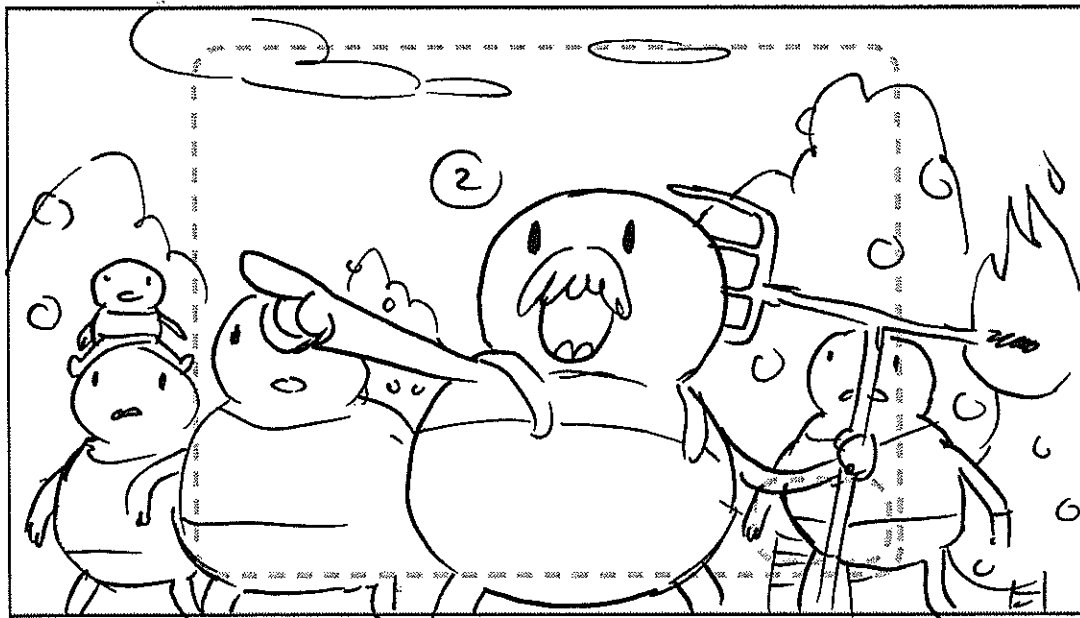
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ADVENTURE TIME



Page 207

Sc. 152 Pnl. A Bg. day night



Dialog:
(CD) THE BEAST
WEAKENS!

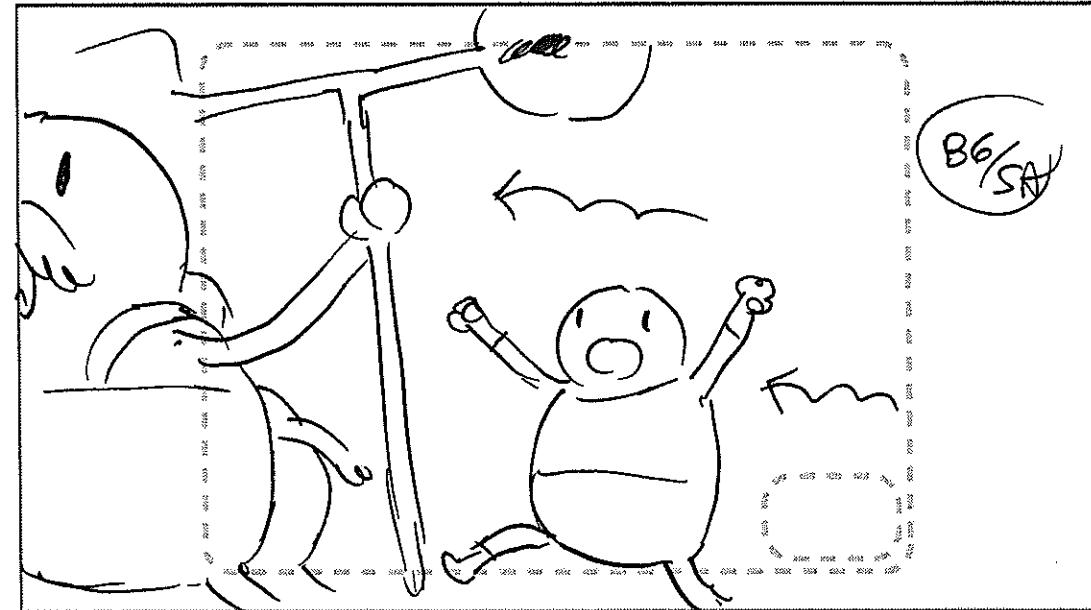
Action:

Timing:



413

Sc. 152 Pnl. B Bg. day night



(CD) ALL TOGETHER NOW!
(FARMERS) *cheering/wacry walk begins*

Action:

Timing:

414

EPISODE #

1034-219

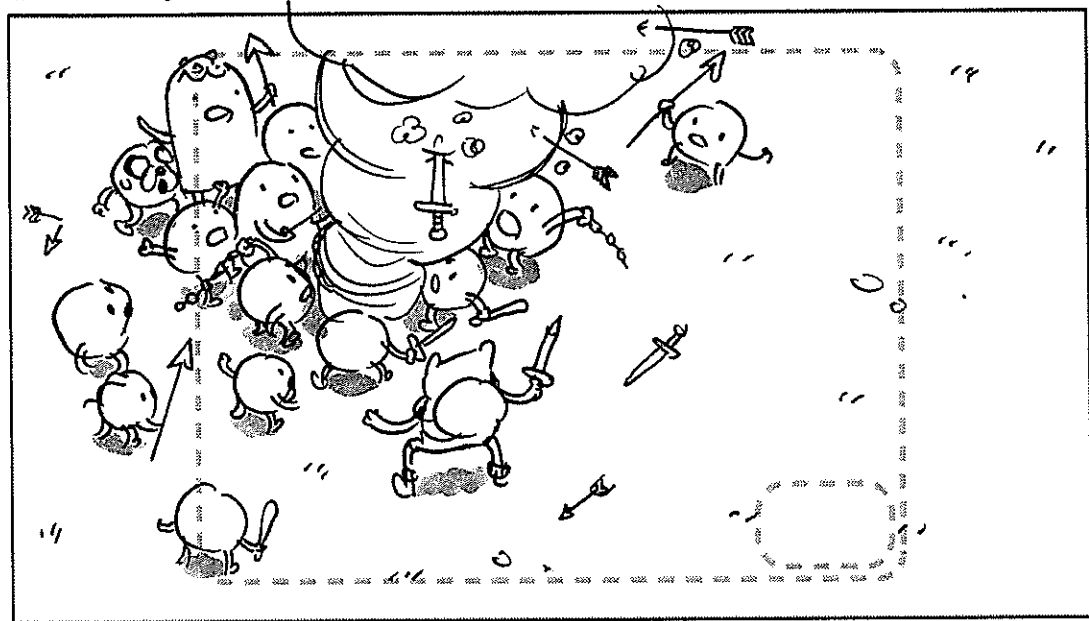
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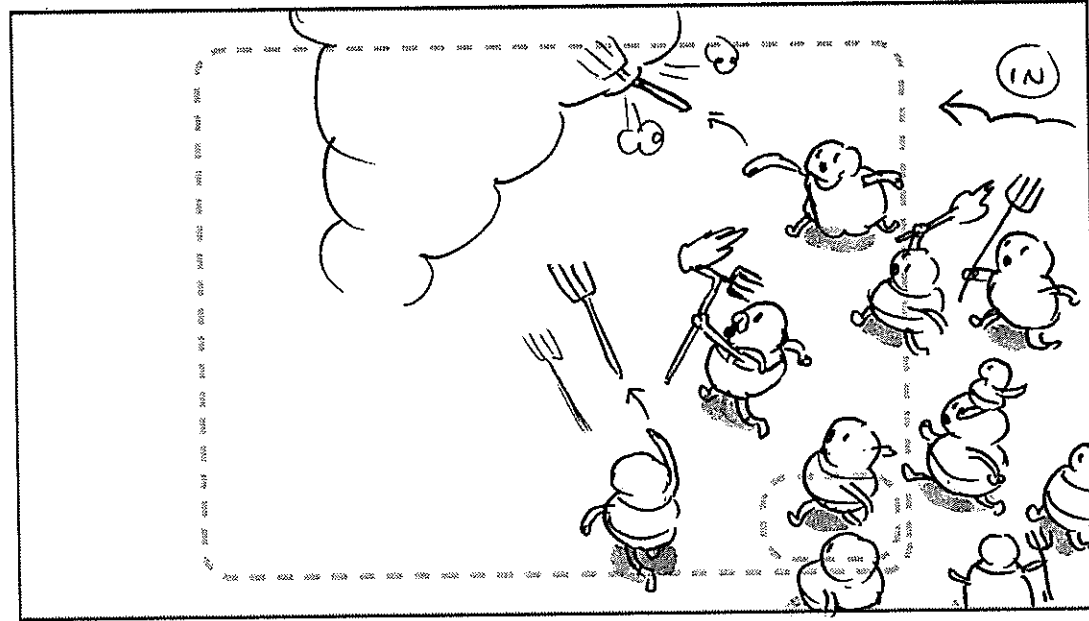
ADVENTURE TIME



Sc. 153 Pnl. A Bg. day night



Sc. 153 Pnl. B Bg. day night



Dialog:	* CANDY PERSON FIGHTING * WALLA	CANDY PERSON WALLA + * FARMER FIGHTING WALLA *
Action:	- fighting cycles for candy people	
Timing:	4/5	4/6

EPISODE # 1034-219
Production :

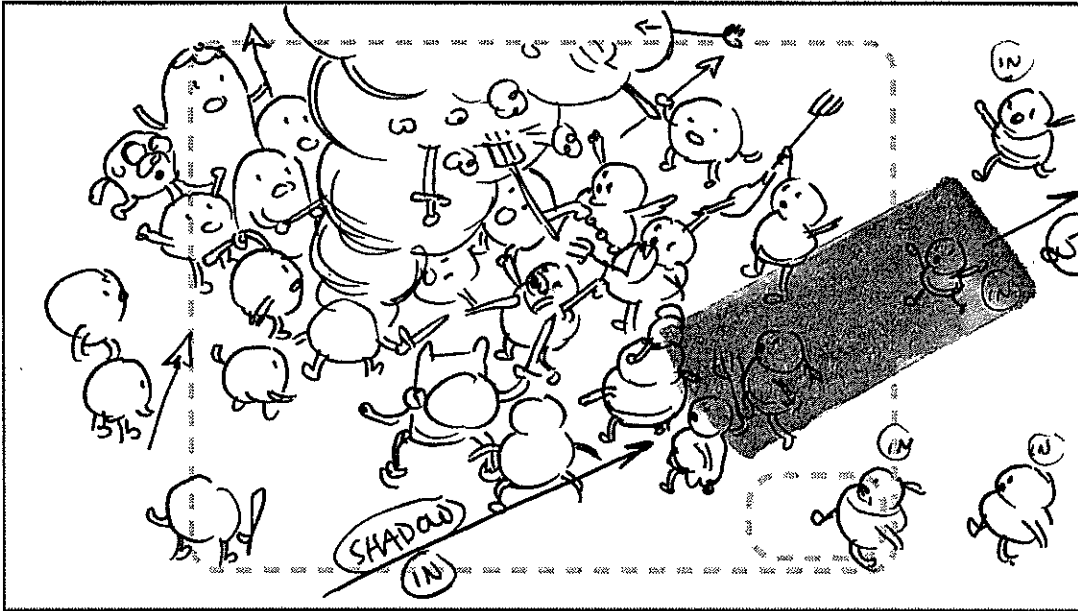
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ADVENTURE TIME

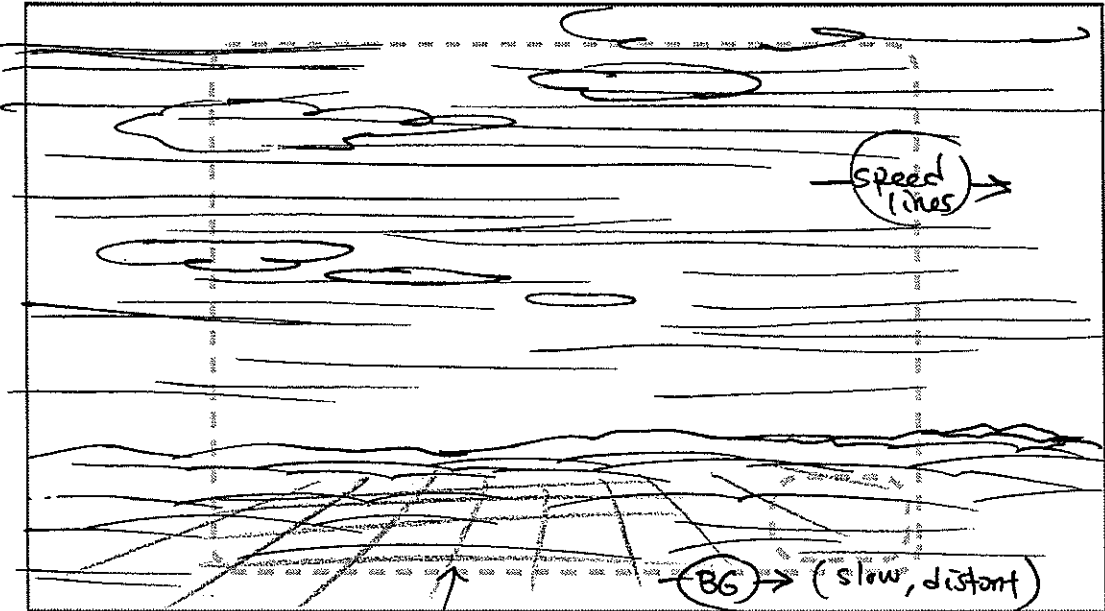


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Sc. 153 Pnl. C Bg. day night



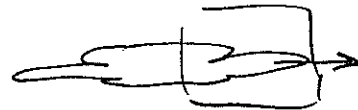
Sc. 154 Pnl. A Bg. day night



Dialog:

* FIGHTING WALLA *

Action:



soft, foreground
translucent
blurry clouds
pass super
fast across
frame

Timing:

417

418

1034-219

EPISODE #

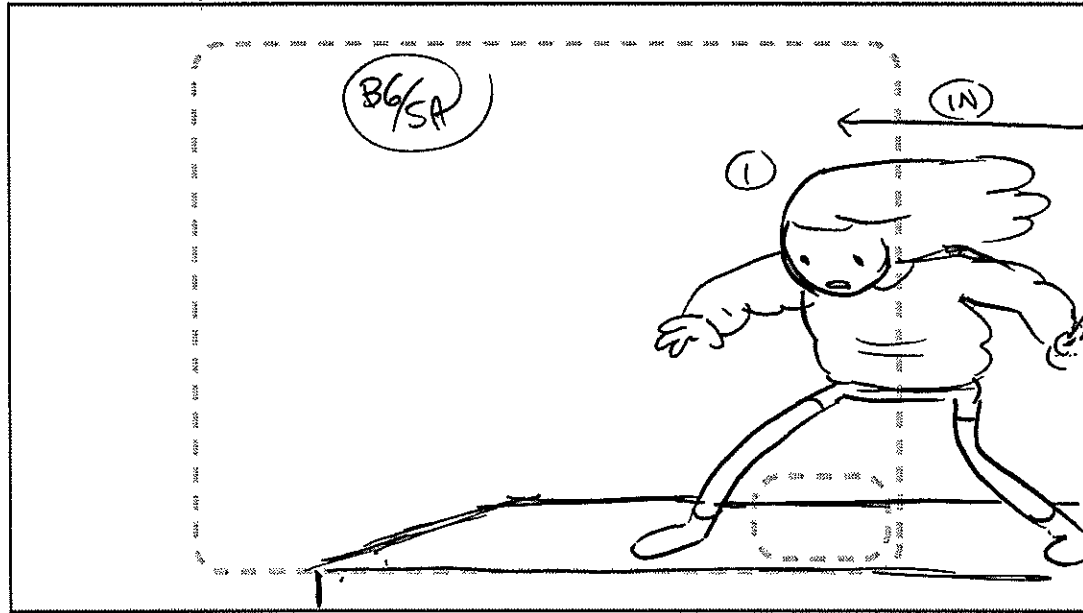
Production :

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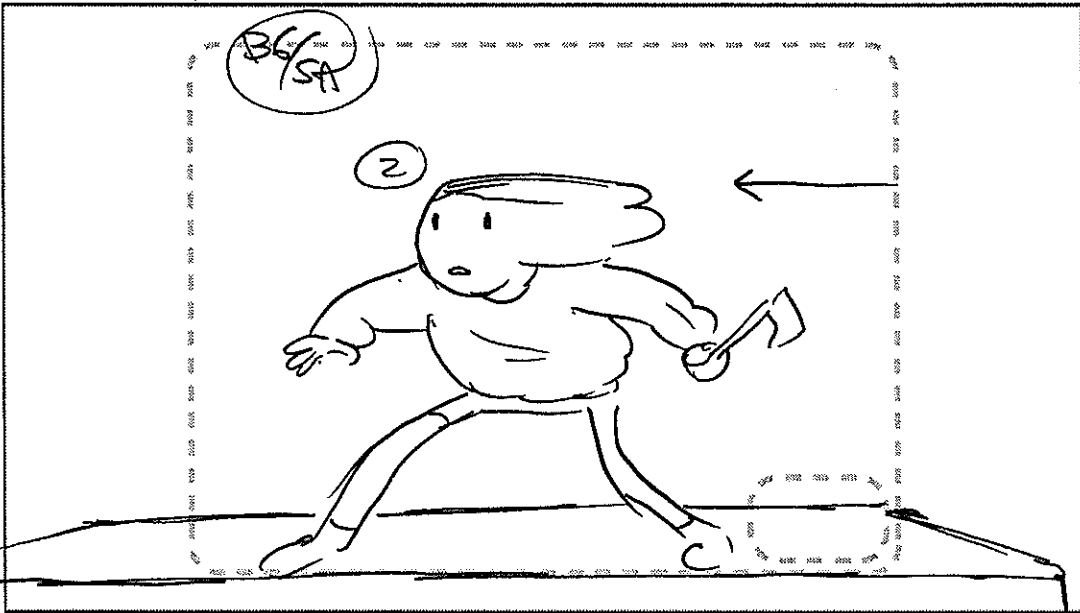
ADVENTURE TIME




Sc. 154 Pnl. B Bg. day night



Sc. 154 Pnl. C Bg. day night



Dialog:

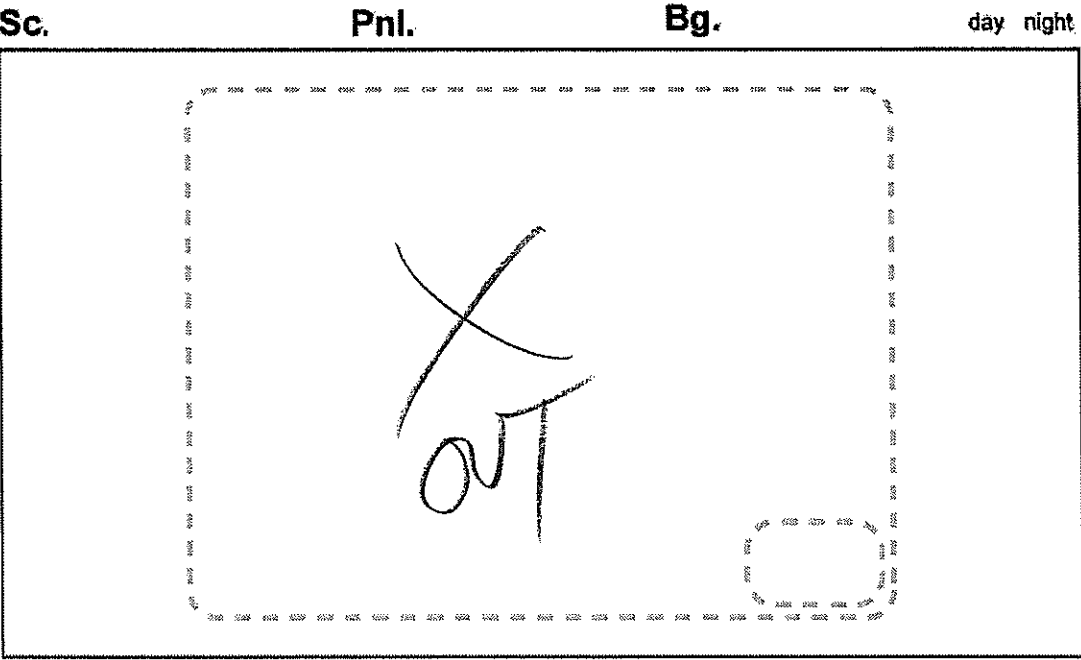
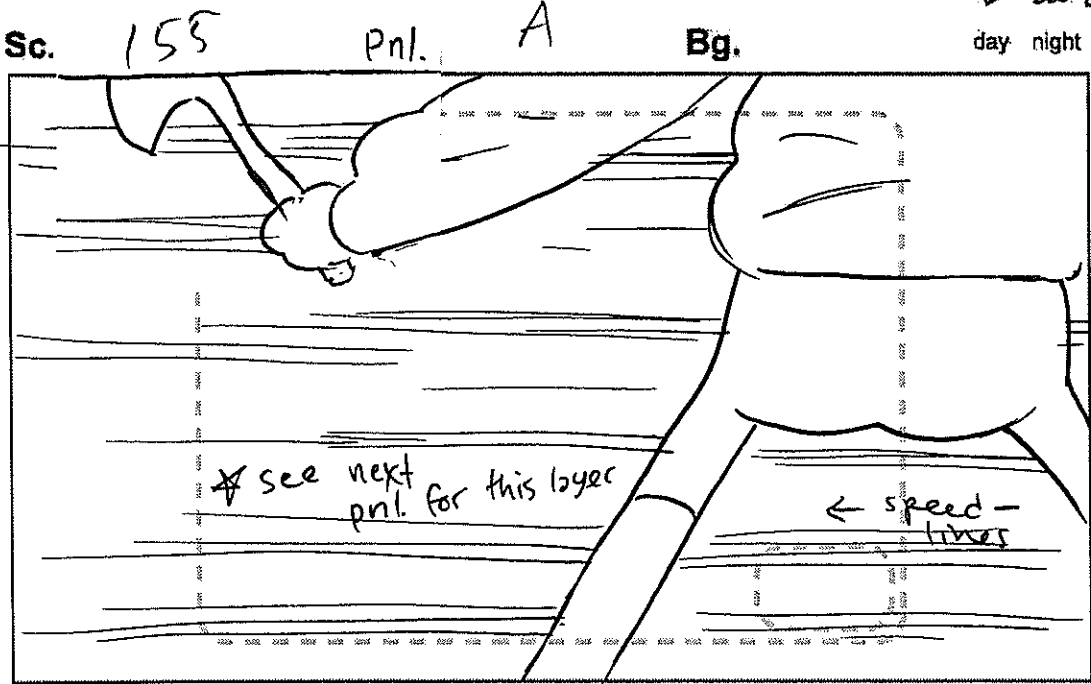
Action: — PB moves IN to (1) then to (2), all in one smooth slow motion.
—  misty clouds pass over PB



Timing:

419 420

EPISODE # 1034-219 Production :

ADVENTURE TIME



Dialog:	
Action:	marceline position ①  ② 
Timing:	421 422

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ADVENTURE TIME



Page 212

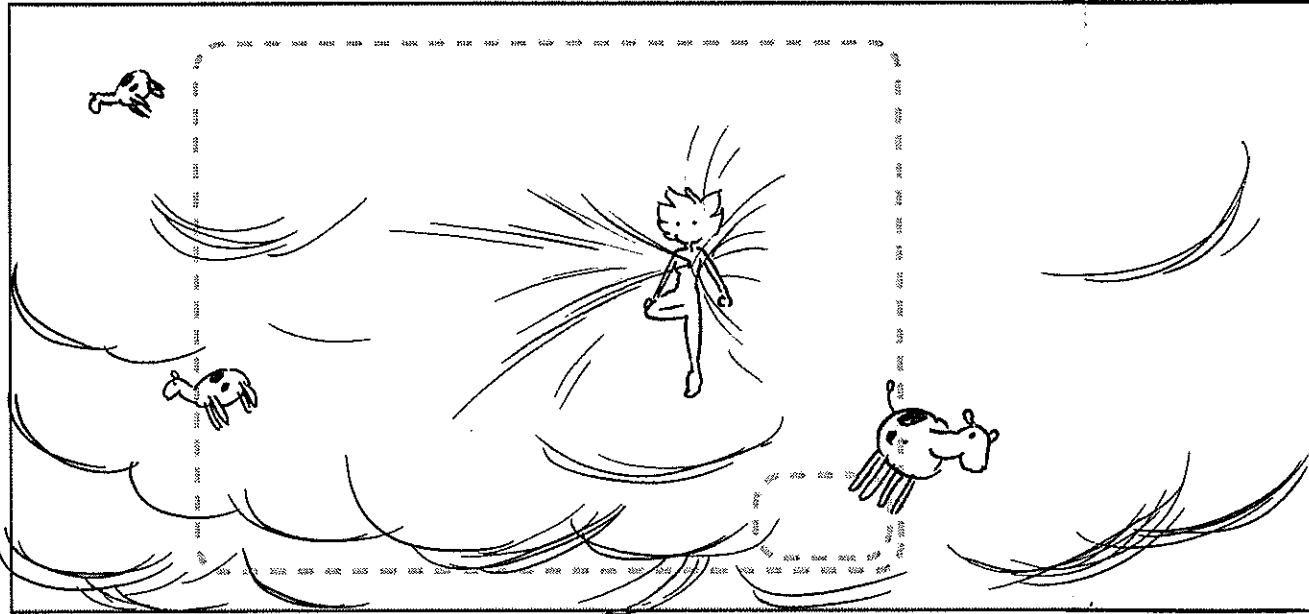
Sc.

155

Pnl. (10yer)

Bg.

day night



Dialog:

Action:

Timing:

423

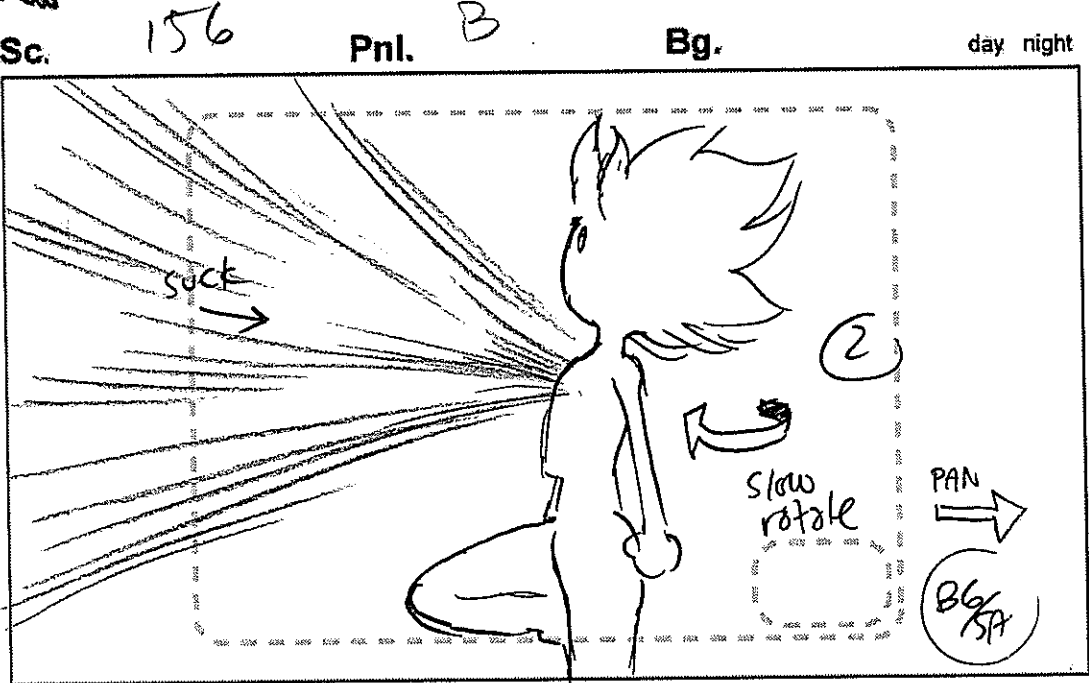
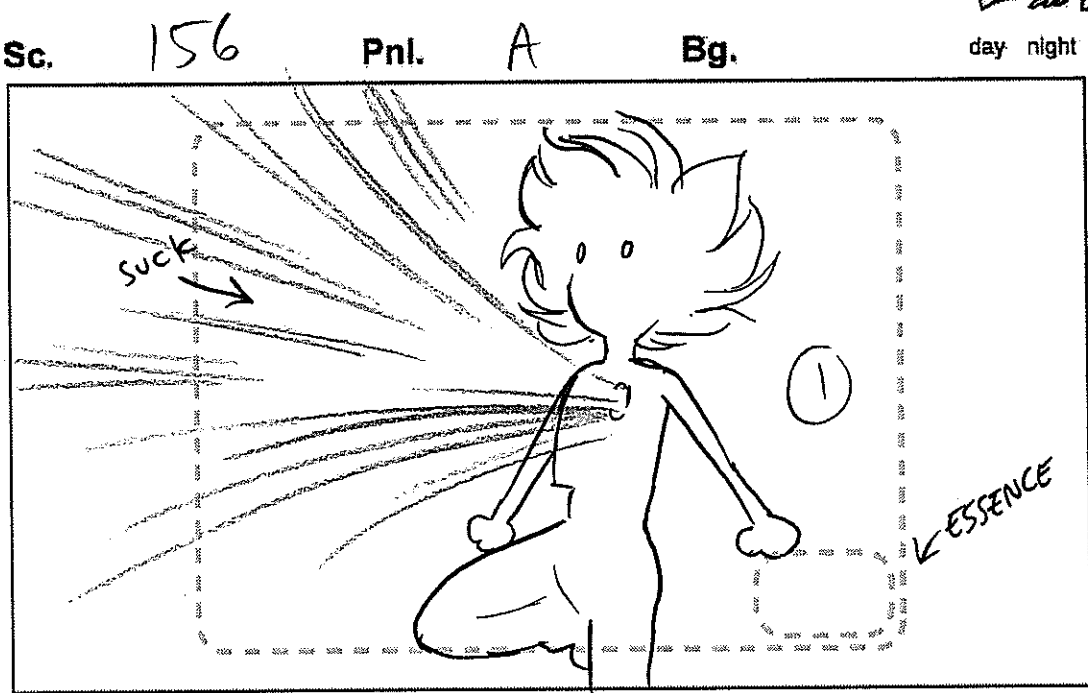
424

EPISODE # 1034-219

Production :

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ADVENTURE TIME



Dialog:
Action: - Marceline slowly rotates, bg slow pans - simulate PB's POV
Timing:

425

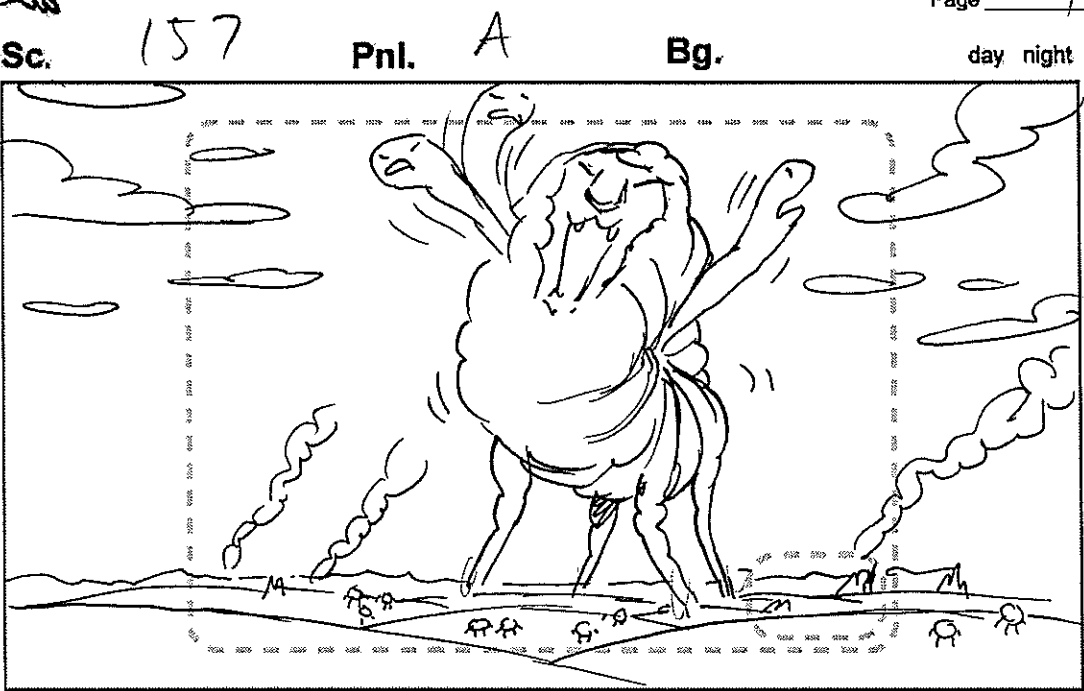
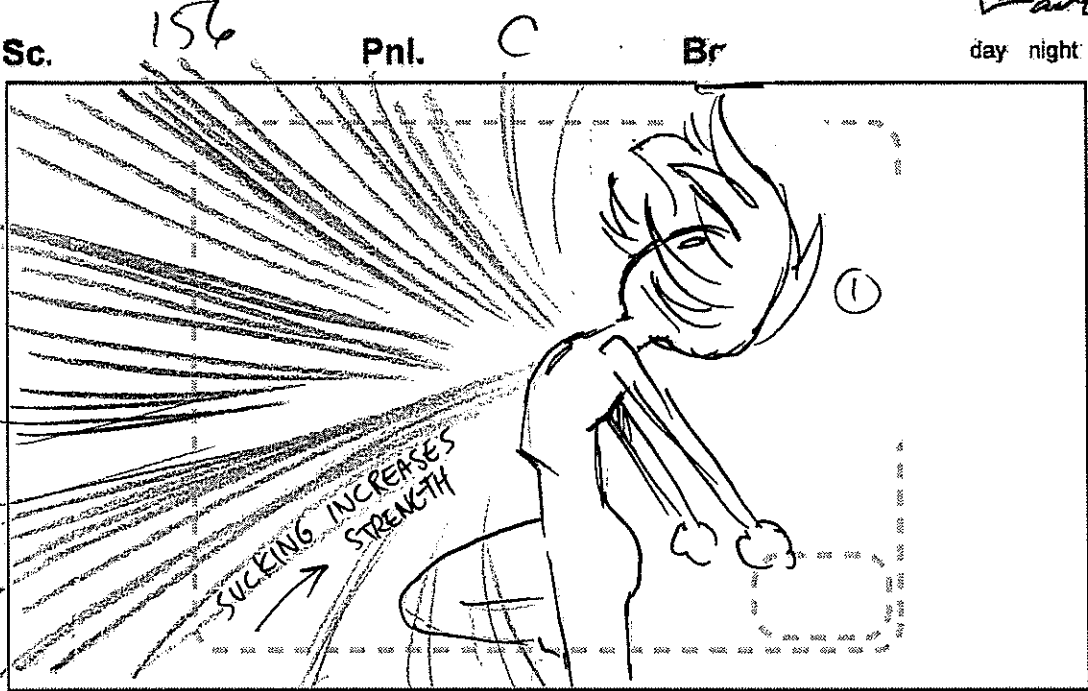
426

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ADVENTURE TIME



Page 214



Dialog:

Action:

Antic 1 2
← →



- Marceline rears back,
sucking intensifies

Timing:

427

428

EPISODE # 1034-219

Production :

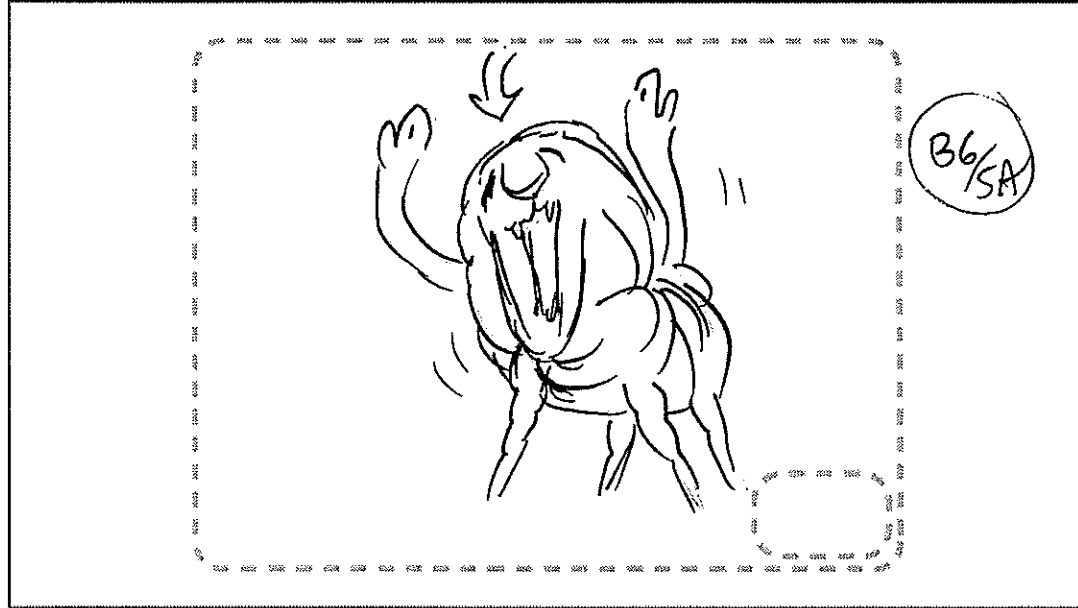
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ADVENTURE TIME

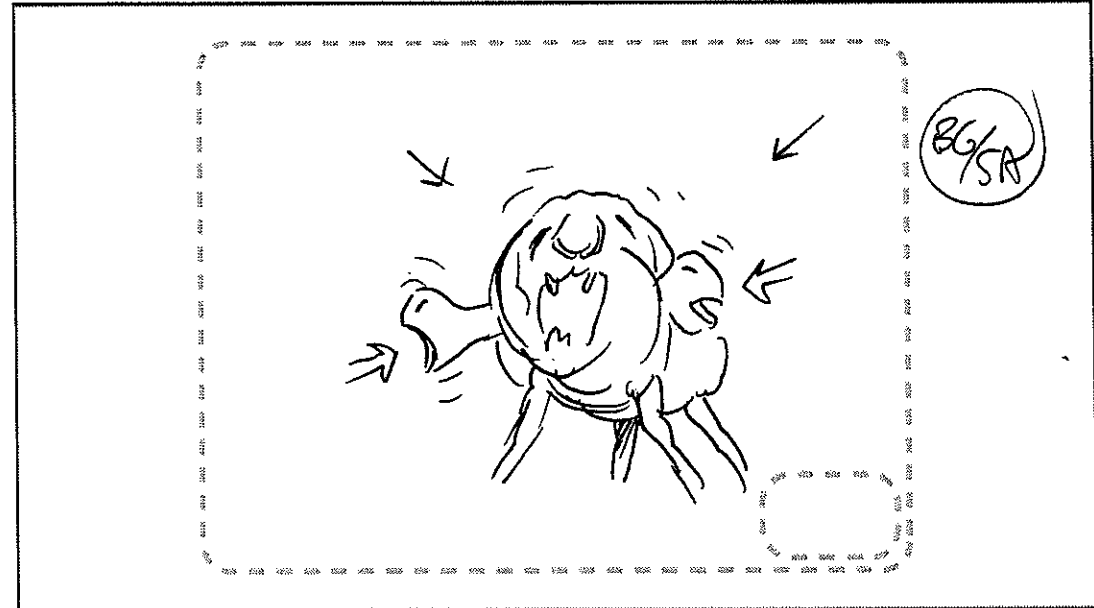


Page 215

Sc. 157 Pnl. B Bg. day night



Sc. 157 Pnl. C Bg. day night



Dialog:

ESSENCE *screeching & roaring*

Action:



- Essence is sucked inward, jolt by jolt

Timing:



430

EPISODE #

1034-219

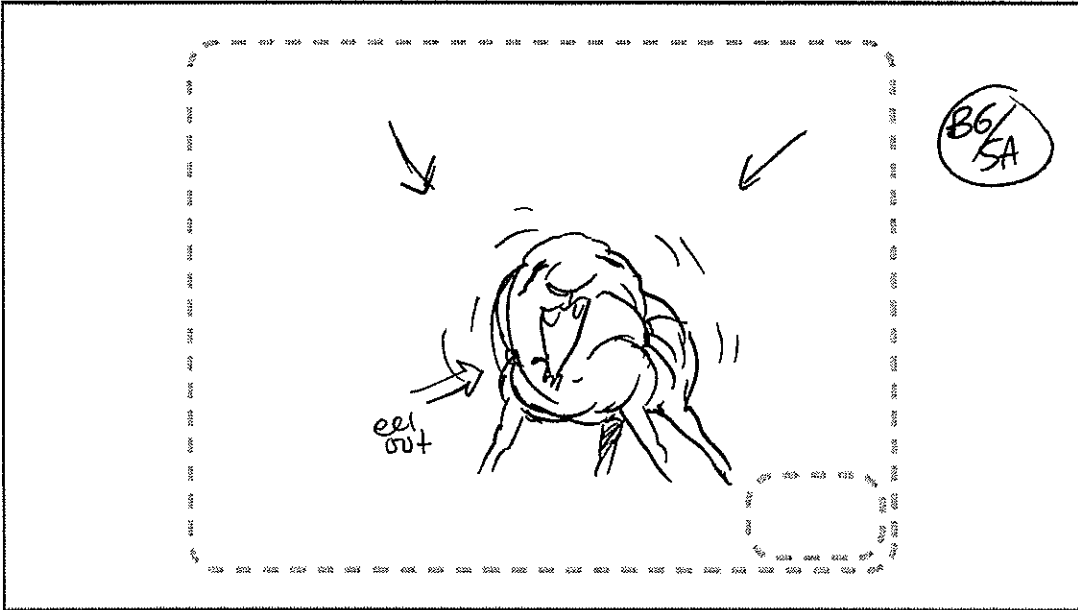
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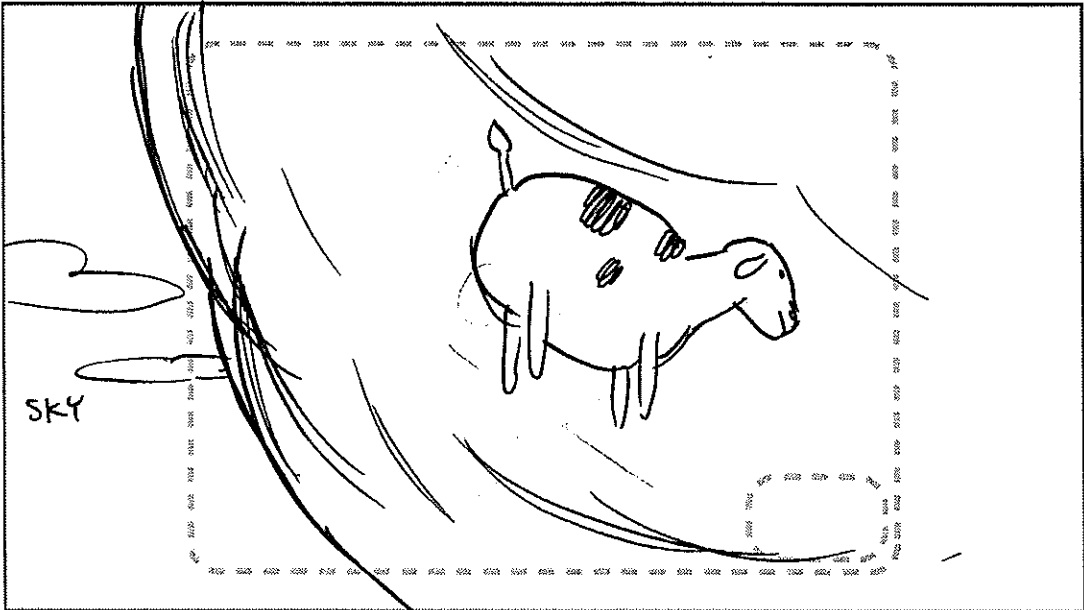
ADVENTURE TIME



Sc. 157 Pnl. D Bg. day night



Sc. 158 Pnl. A Bg. day night



Dialog:
Action:
Timing:

431

432

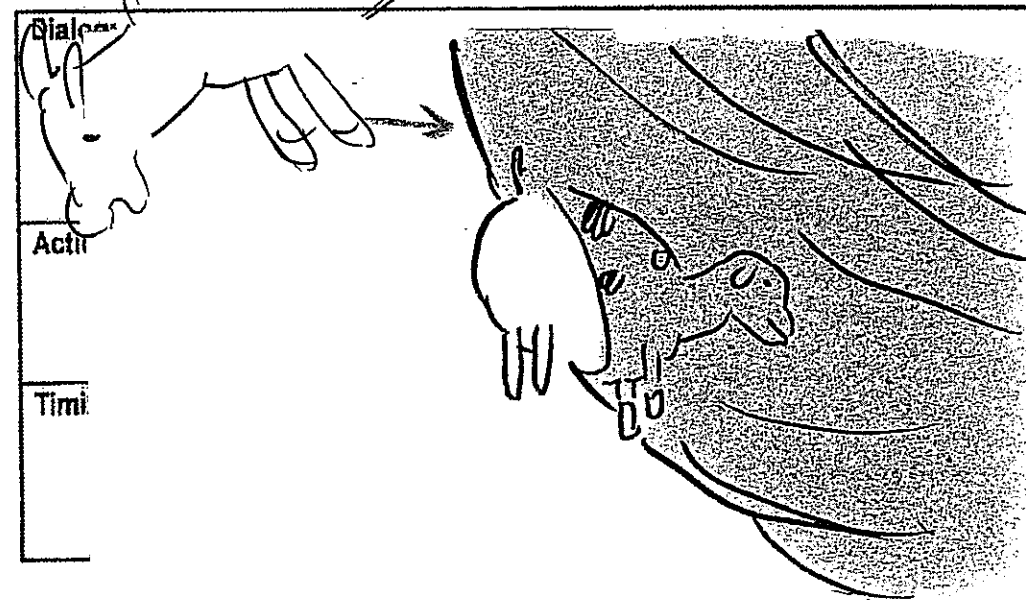
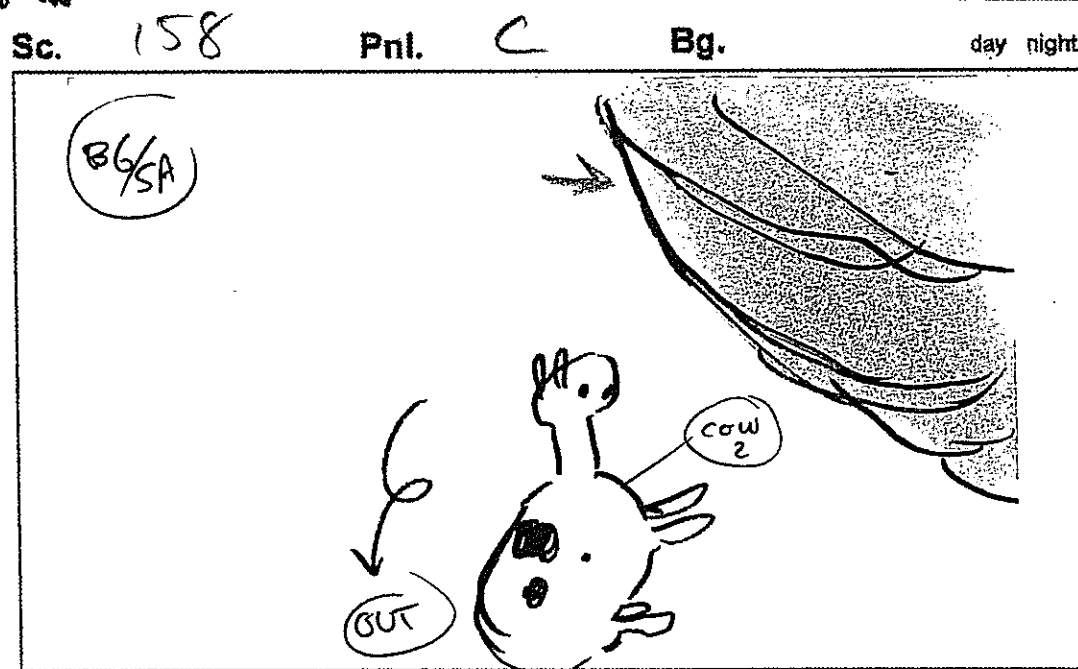
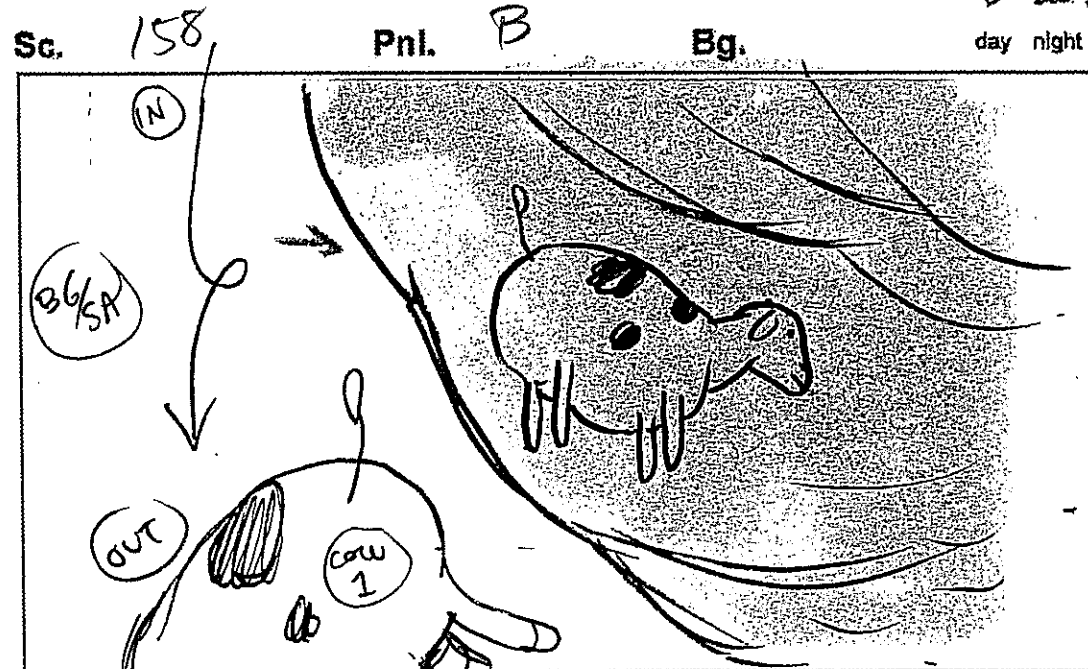
EPISODE # 1034-219

Production :

ADVENTURE TIME



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A. cow1 whooooo...

B. cow2 whoops

-cows tumble down after being dropped from withdrawing Essence

433

434

1034-219

EPISODE #

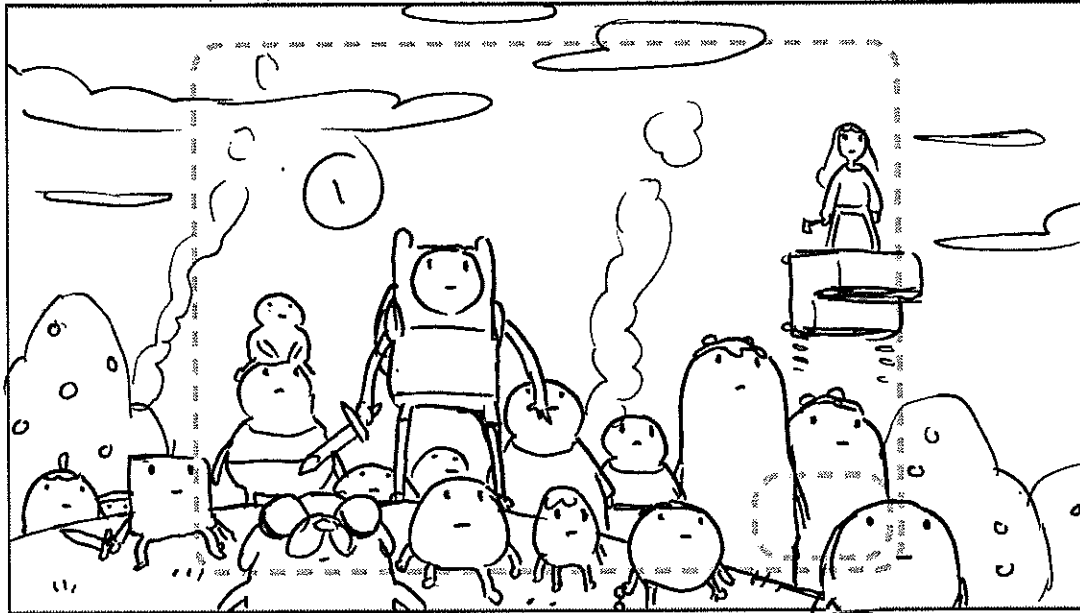
Production :

ADVENTURE TIME

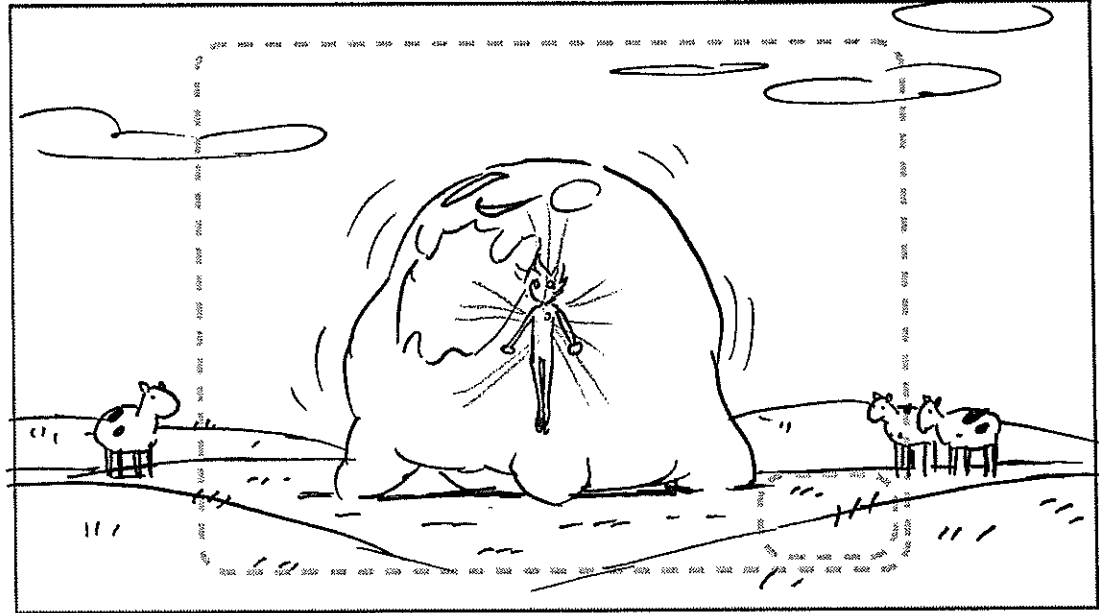


Page 218

Sc. 159 Pnl. A Bg. day night



Sc. 160 Pnl. A Bg. day night



Dialo	ESSENCE: *screaching + roaring* →
Actio	<p>-Eyes all track slowly down</p> <p>2</p> <p>3</p> <p>435</p> <p>436</p>
Timir	

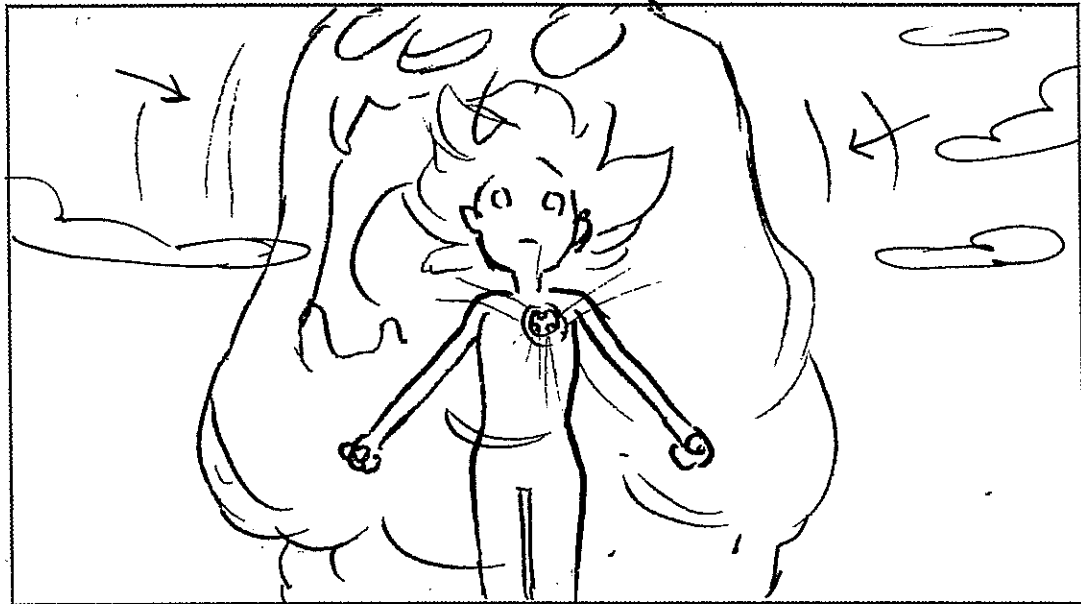
EPISODE # 1034-219

ADVENTURE TIME

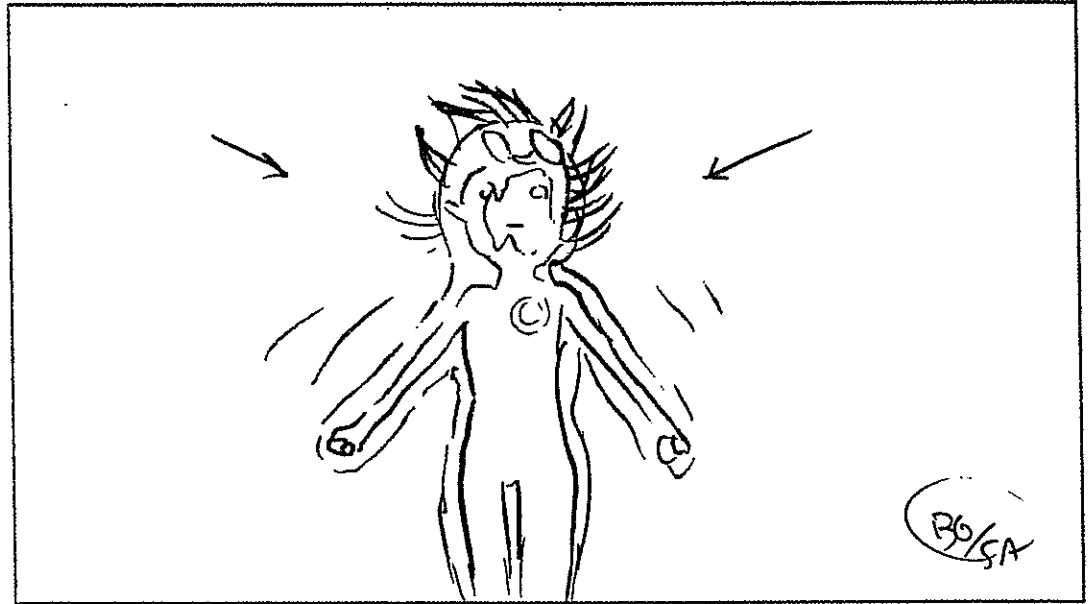


Page 219

Sc. 161 Pnl. A Bg. day night



Sc. 161 Pnl. B Bg. day night



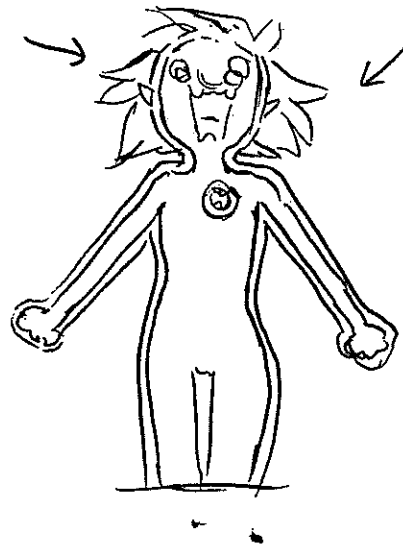
Dialog:

(ESSENCE) * screeching & roaring * cont.

Action:

- Essence shrinks until he conforms to Marceline's shape.

Timing:



(marceline's hair starts to protrude through the Essence)

437

438

1034-219

EPISODE #

Production :

ADVENTURE TIME



Page 220

Sc. 162 Pnl. A Bg. day night



Sc. 162 Pnl. B Bg. day night



Dialog:

ESSENCE: *screeching* (getting higher pitched?)

Action:

- Essence shrinks so much that he no longer contains Marceline, she contains him.

Timing:

439

440

1034-219

EPISODE #

Production :

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ADVENTURE TIME



Page 221

Sc.

162

Pnl.

C

Bg.

day night



Sc.

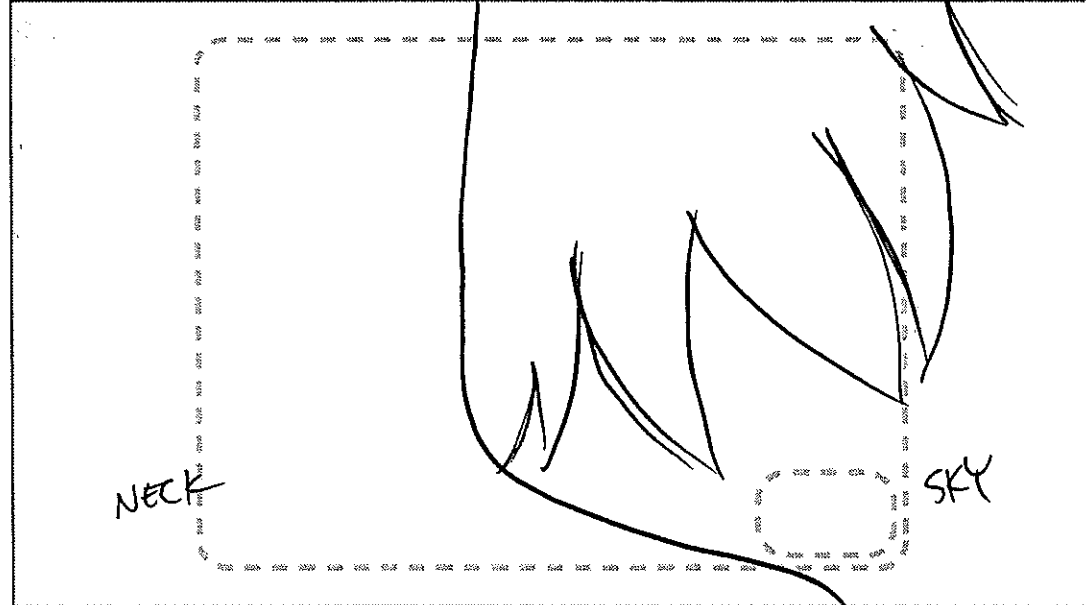
163

Pnl.

A

Bg.

day night



Dialog:

Action:

Timing:



② +
ANTIC
BACK

① - Essence is slowly, violently,
thrashingly sucked into
LAMPREY MOUTH

② - Essence rears back to bite

441

442

EPISODE # 1034-219

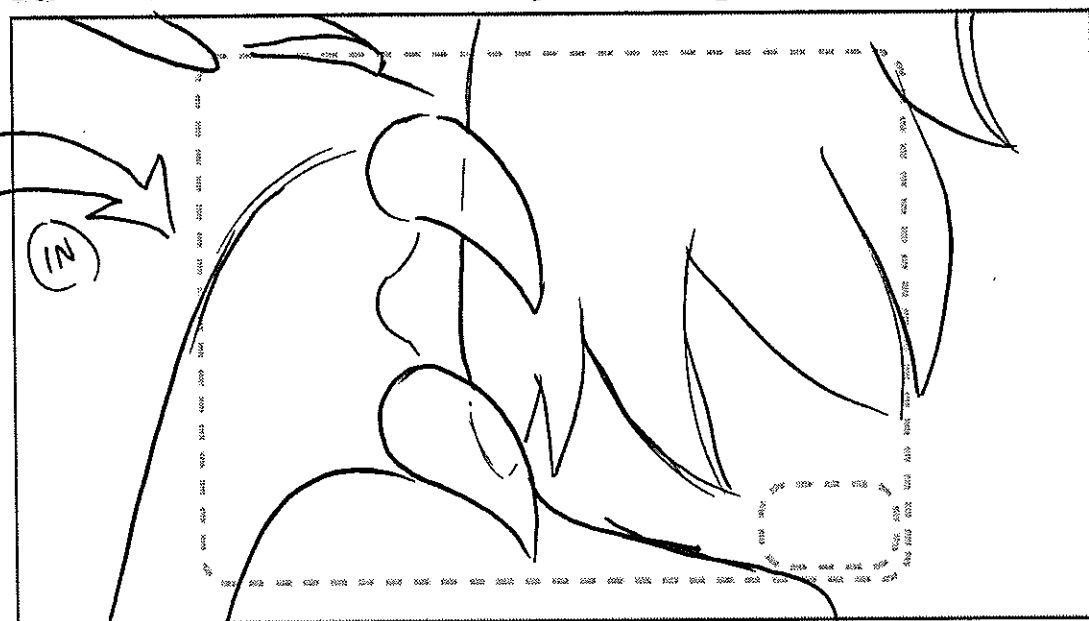
Production :

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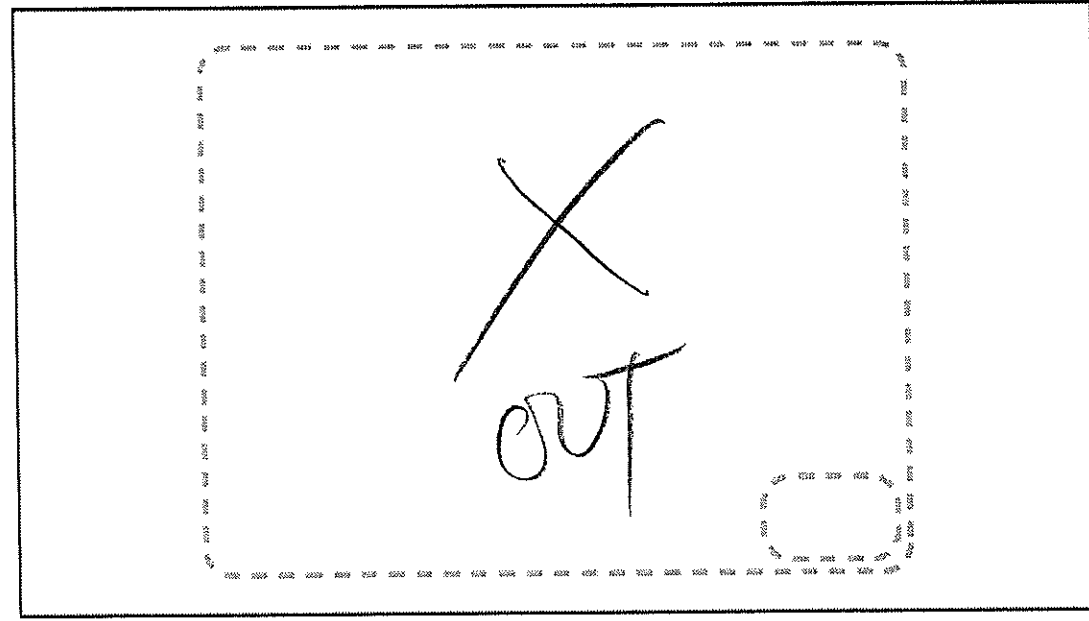
ADVENTURE TIME



Sc. 163 Pnl. B Bg. day night



Sc. Pnl. Bg. day night

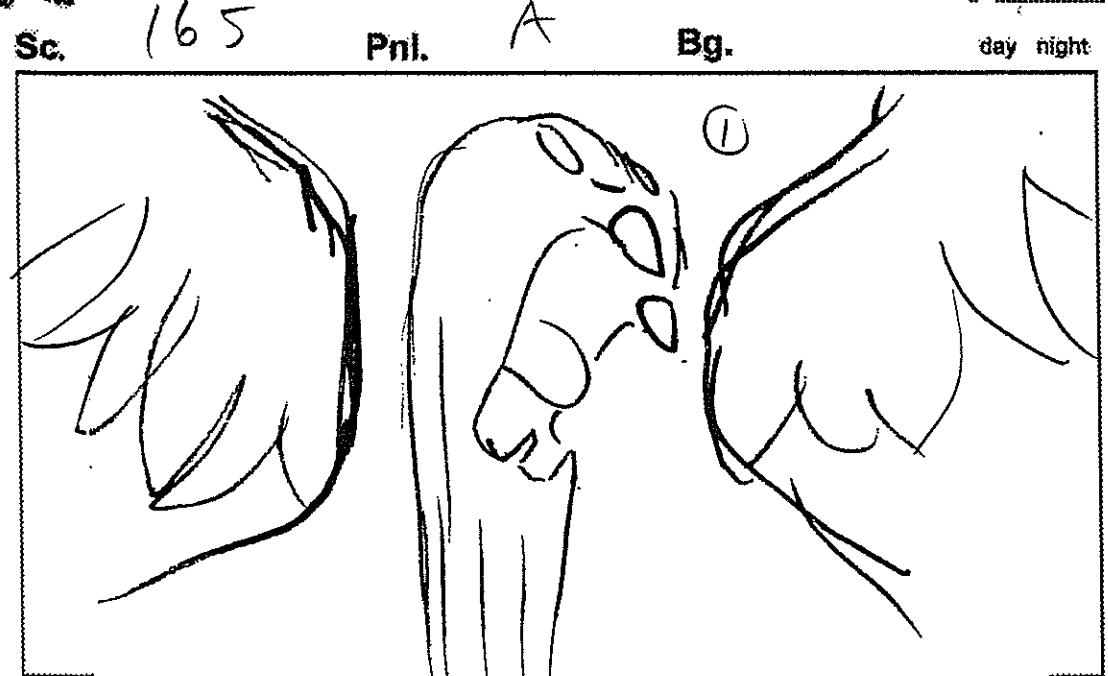
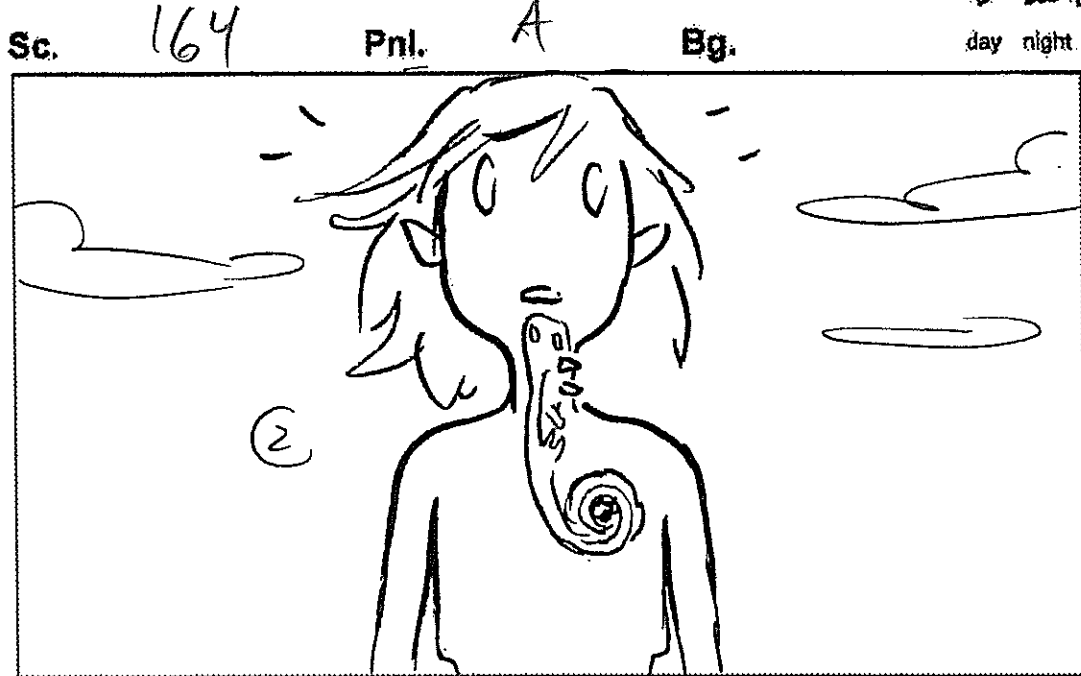


Dialog:	
Action: - Essence bites through Marceline's neck from the inside	
Timing: out.	
443	444

EPISODE # 1034-219

Production :

ADVENTURE TIME



Dialog:	(M) *GASP*
Action:	
Timing:	

445

- Essence is pulled, hangs on by his teeth.

446

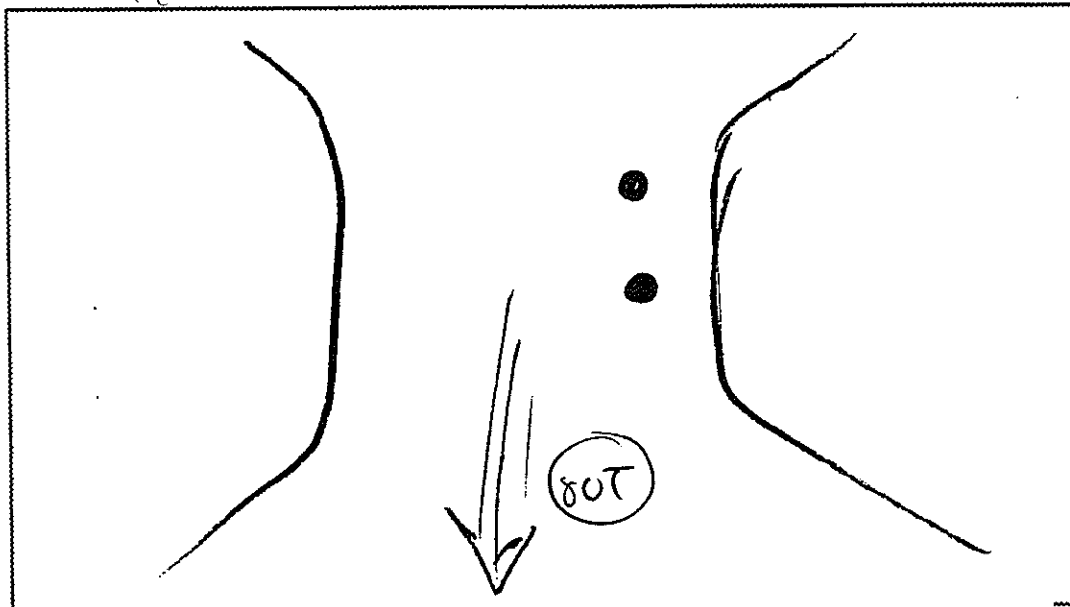
PULLED DOWN

ADVENTURE TIME

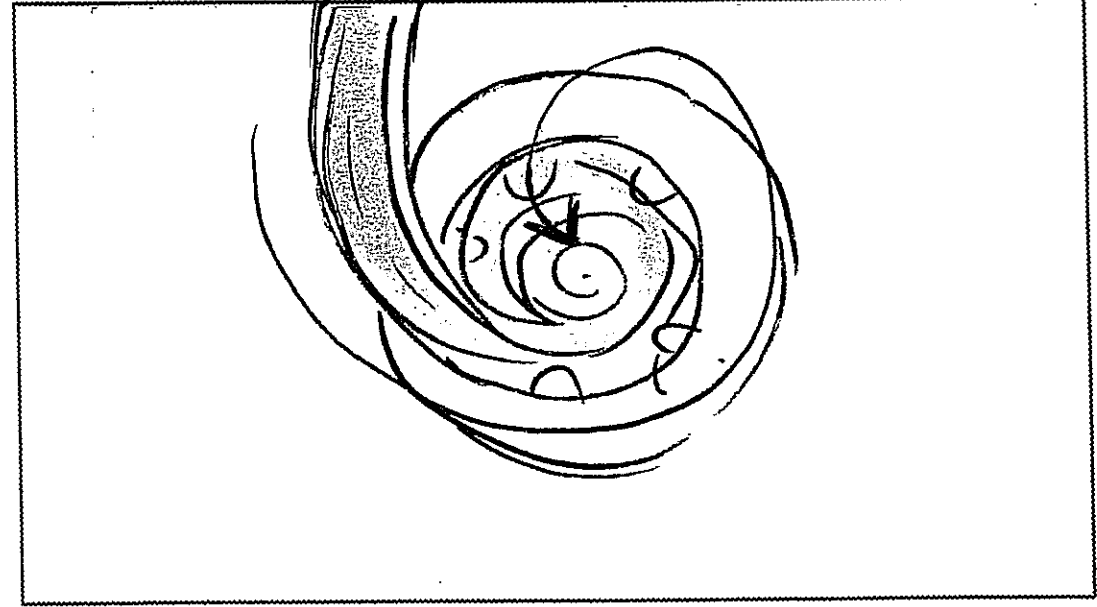


Page 224

Sc. 165 Pnl. B Bg. day night



Sc. 166 Pnl. A Bg. day night



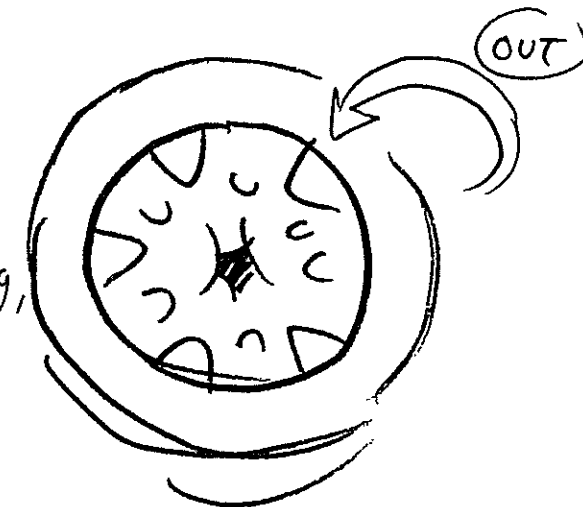
Dialog:

Action:

- Essence is quickly sucked off screen when his hold gives way

Timing:

- Essence is sucked, spiraling, into lamprey mouth.



447

448

EPISODE # 1034-219

Production #

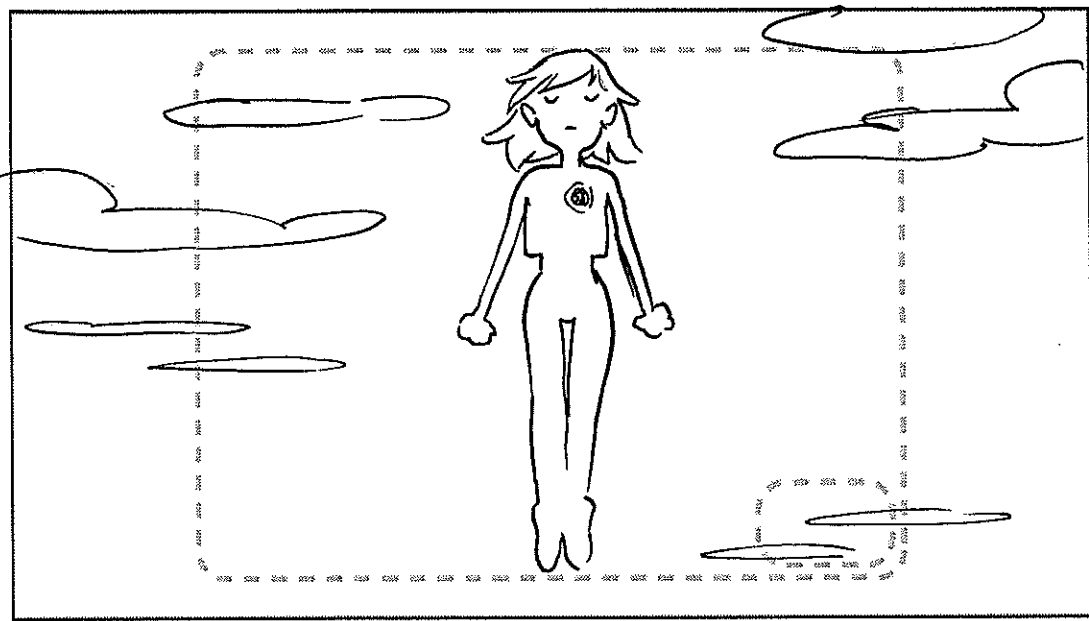
Production :

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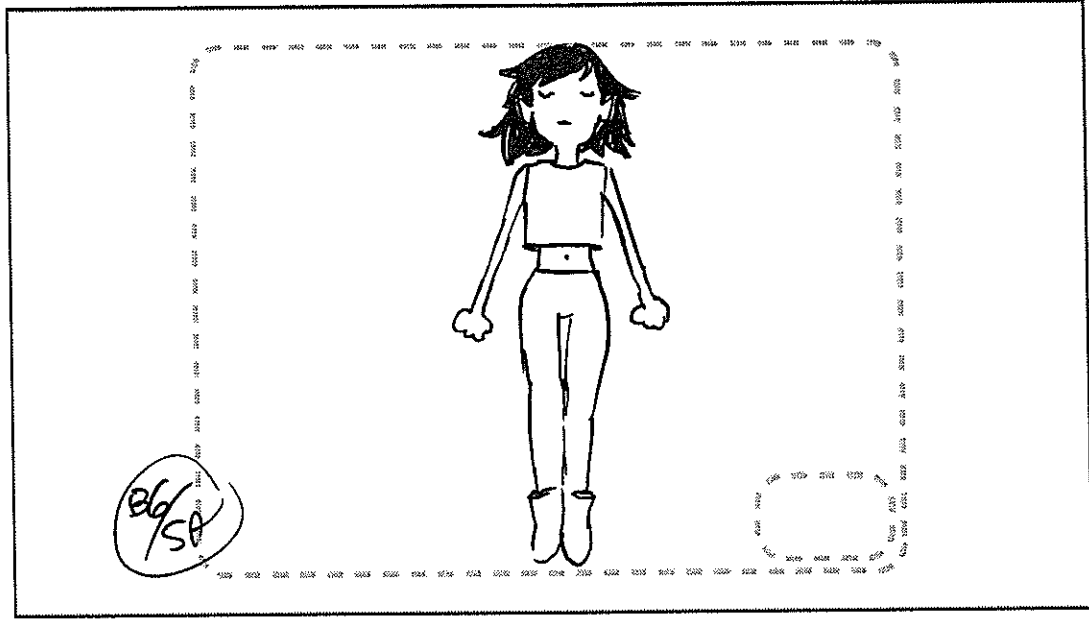
ADVENTURE TIME



Sc. 167 Pnl. A Bg. day night



Sc. 167 Pnl. B Bg. day night



Dialog:	
Action:	- Marceline reverts to normal form.
Timing:	

449

450

EPISODE # 1034-219
Production :

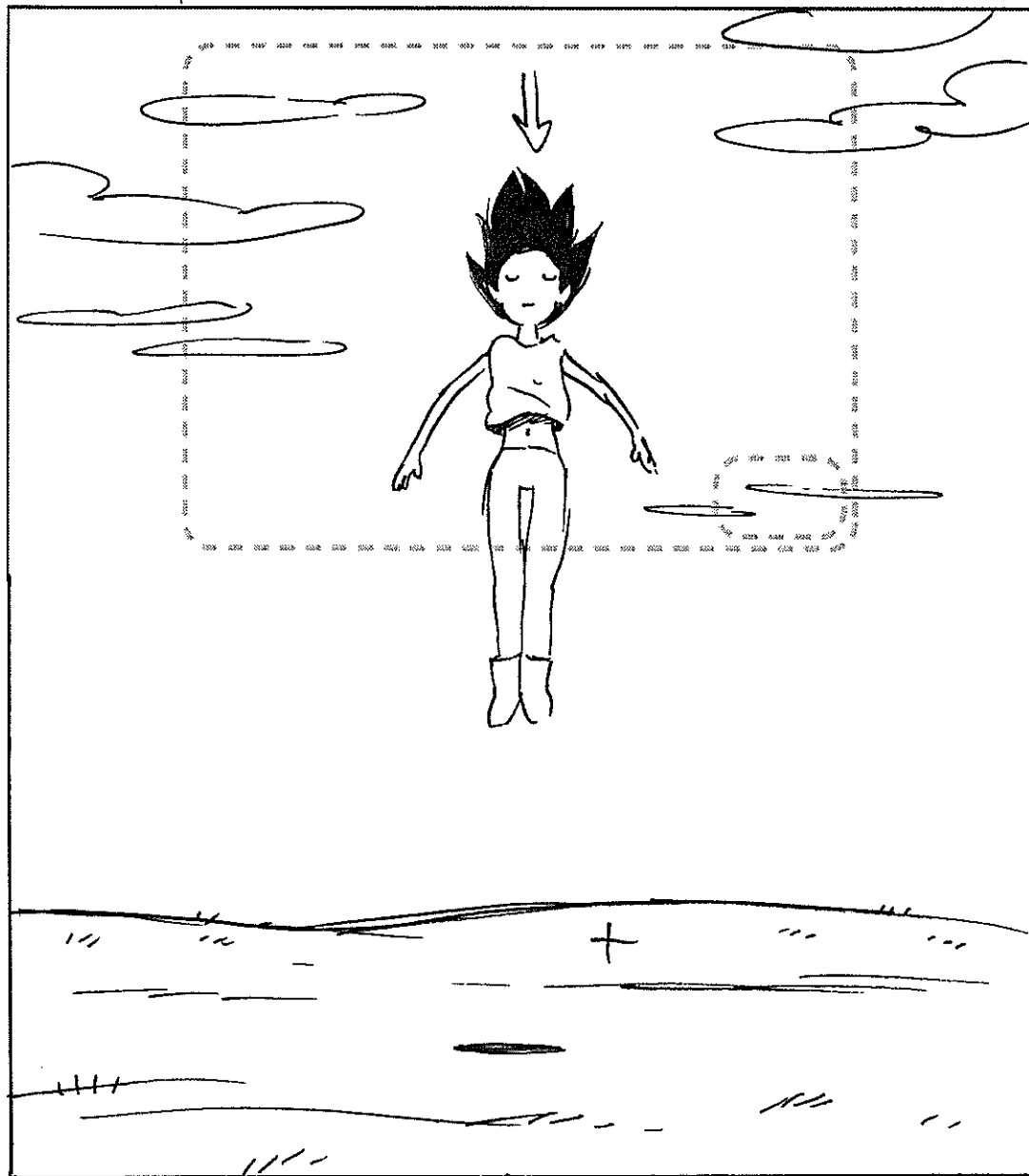
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ADVENTURE TIME



Page 226

Sc. 167 Pnl. C Bg. day night



451

Dialog:	
Action:	- Marceline falls.
Timing:	

452

1034-219

EPISODE #

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ADVENTURE TIME



Page 227

Sc.

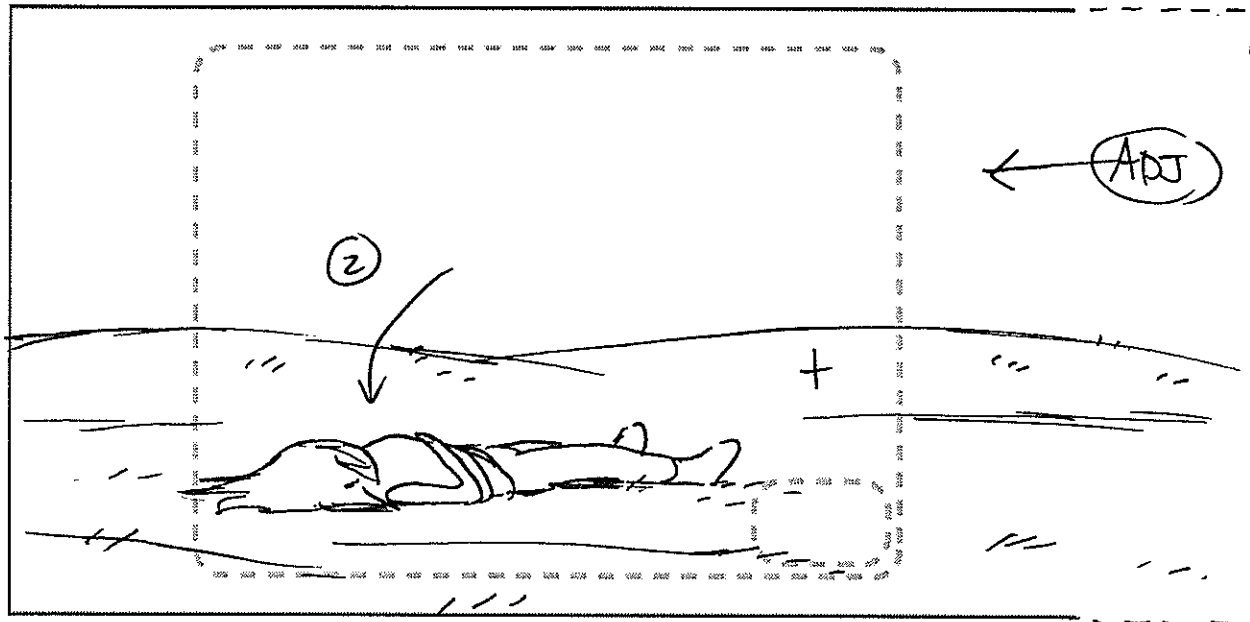
167

Pnl.

D

Bg.

day night



Dialog:

Action:

- Marceline lands hard & collapses.

Timing:

453

454

EPISODE # 1034-219

Production :

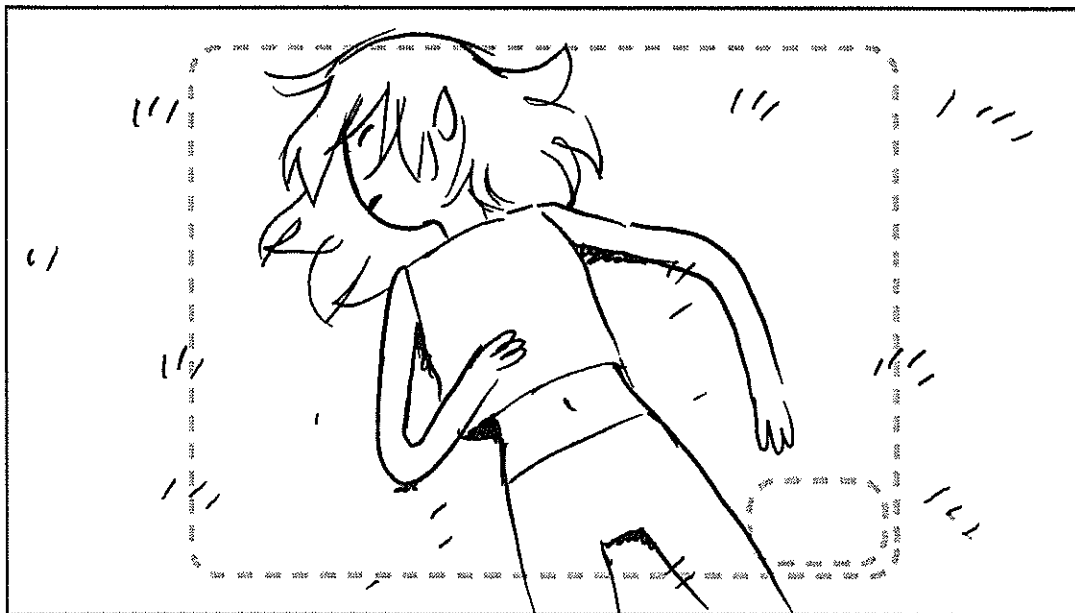
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ADVENTURE TIME

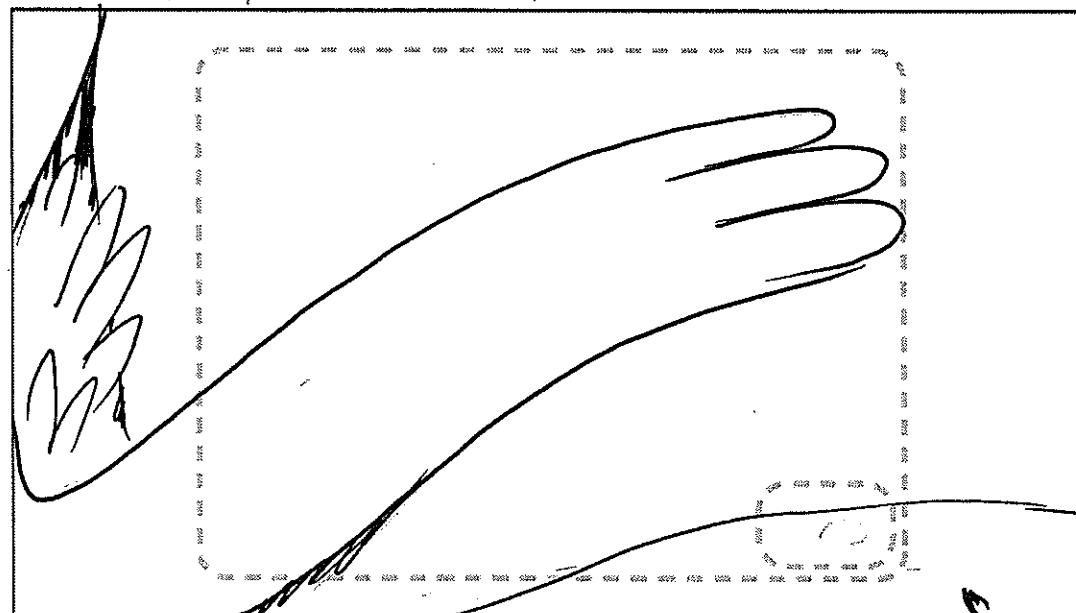


Page 228

Sc. 168 Pnl. A Bg. day night



Sc. 169 Pnl. A Bg. day night



Dialog:

(M:) * quiet groan *

DISTANT
CROWD
APPROACHING:

Wah/12 (marceline?
oh gosh...
marceline??)

Action:

Timing:

455

456

Production :

EPISODE #

1034-219

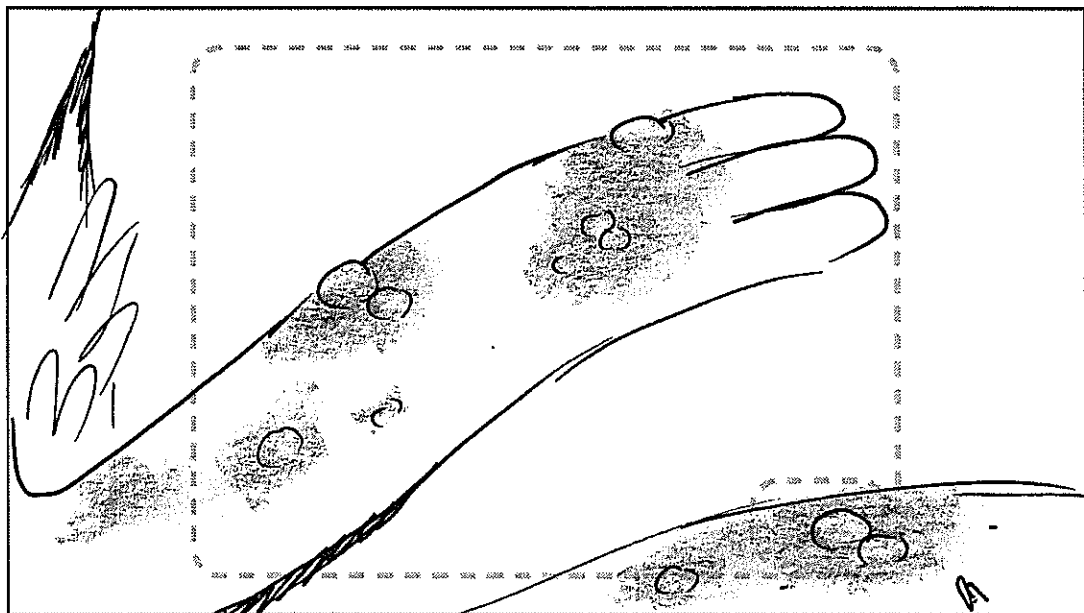
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ADVENTURE TIME

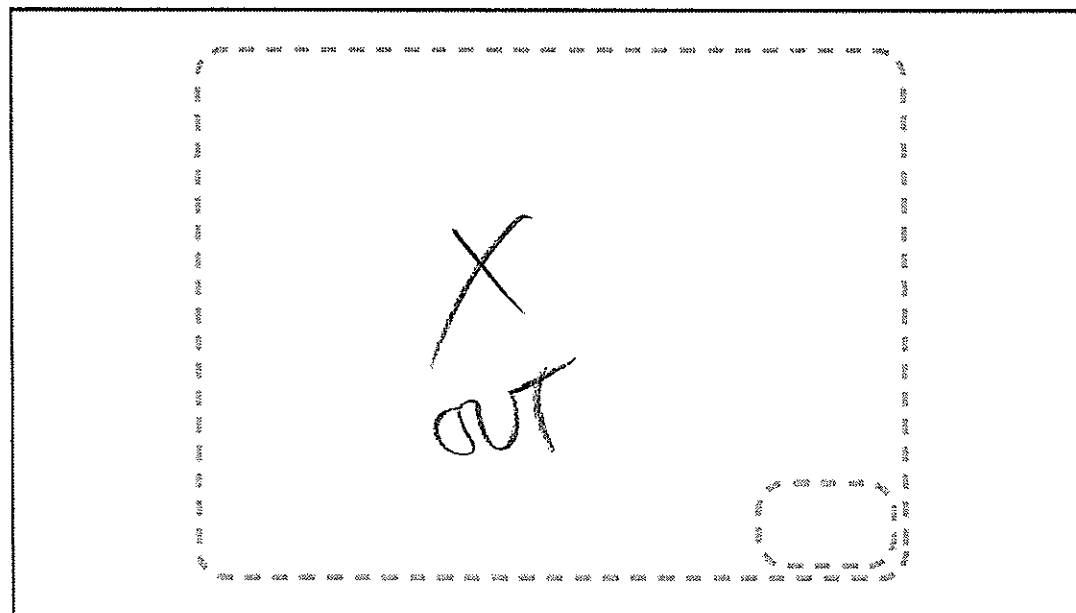


Page 229

Sc. 169 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(SFX:) crackle

crowd walls: concerned, quietly worried

Action:

- Marceline's skin begins to burn in the sun.

Timing:

457

458

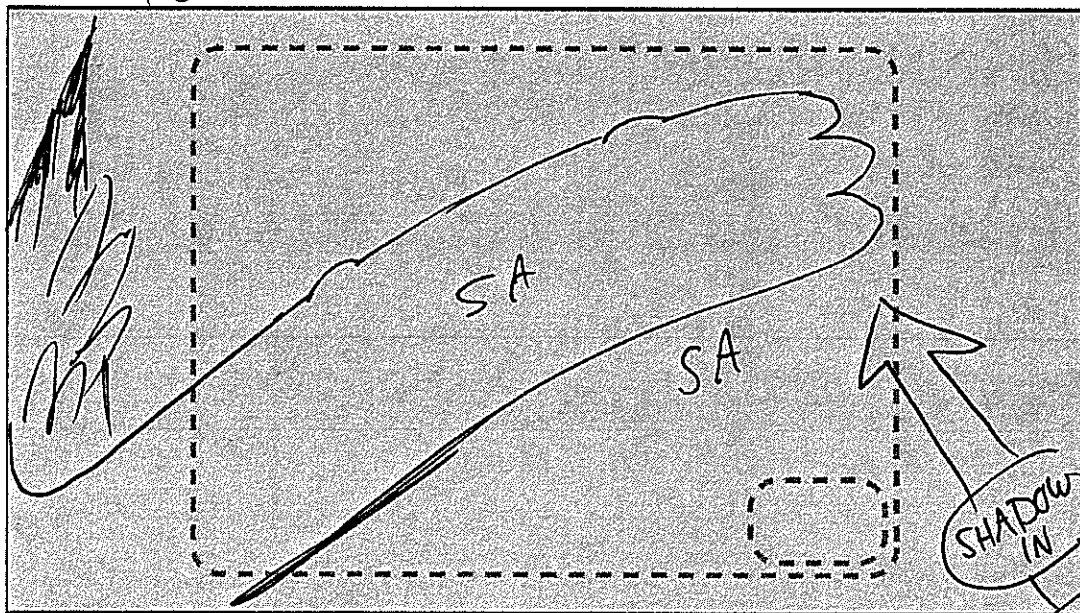
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Production :

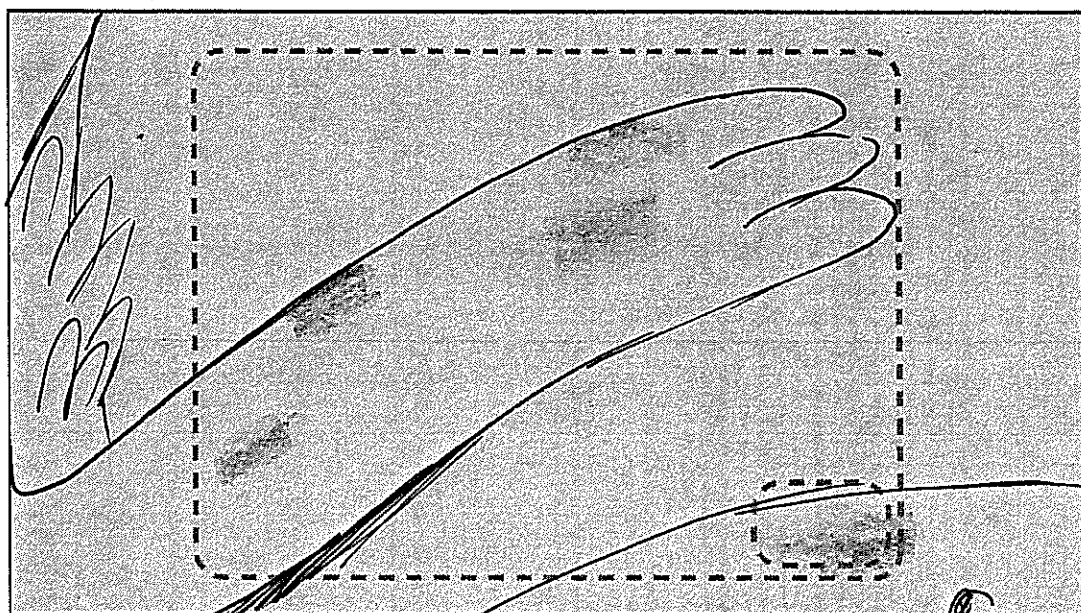
ADVENTURE TIME



Sc. 169 Pnl. C Bg. day night



Sc. 169 Pnl. D Bg. day night



Dialog:

CROWD WALLA: *DIES DOWN*

Action:

- Shadow enters frame and covers Marceline

- Burns dissipate.

Timing:

459

460

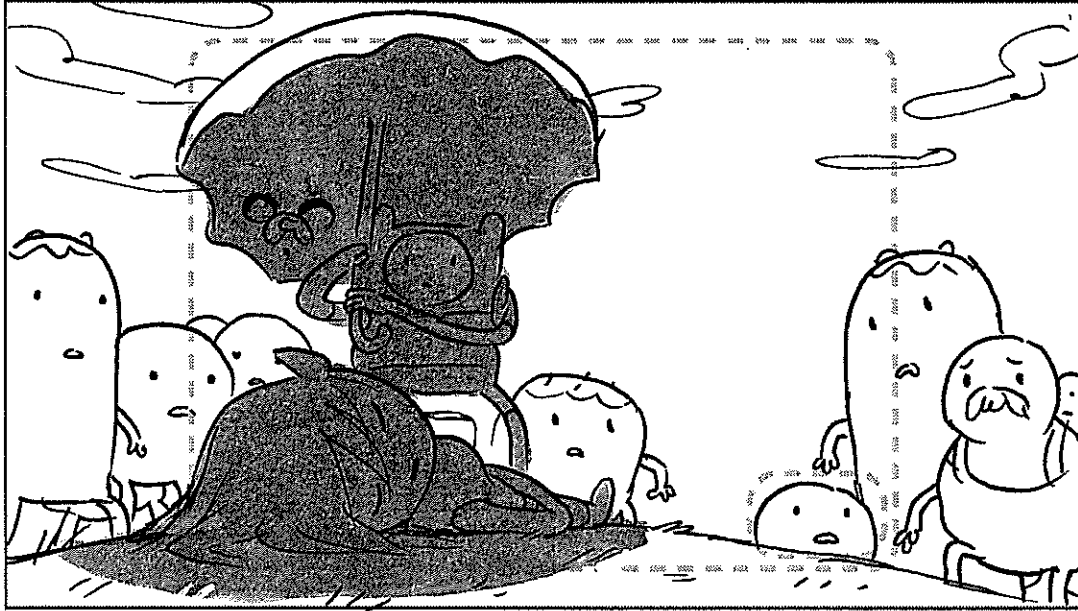
EPISODE # 1034-219
Production :

ADVENTURE TIME

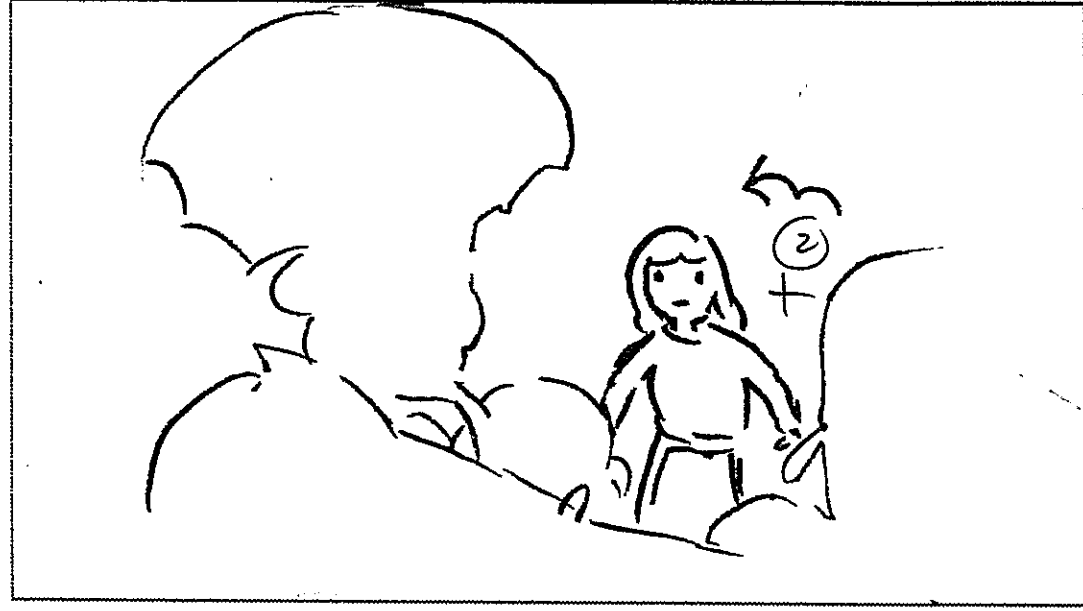


Page 231

Sc. 170 Pnl. A Bg. day night



Sc. 170 Pnl. B Bg. day night



Dialog:

Action:

- PB runs into shot.

Timing:

461

462



EPISODE #

1034-219

Production :

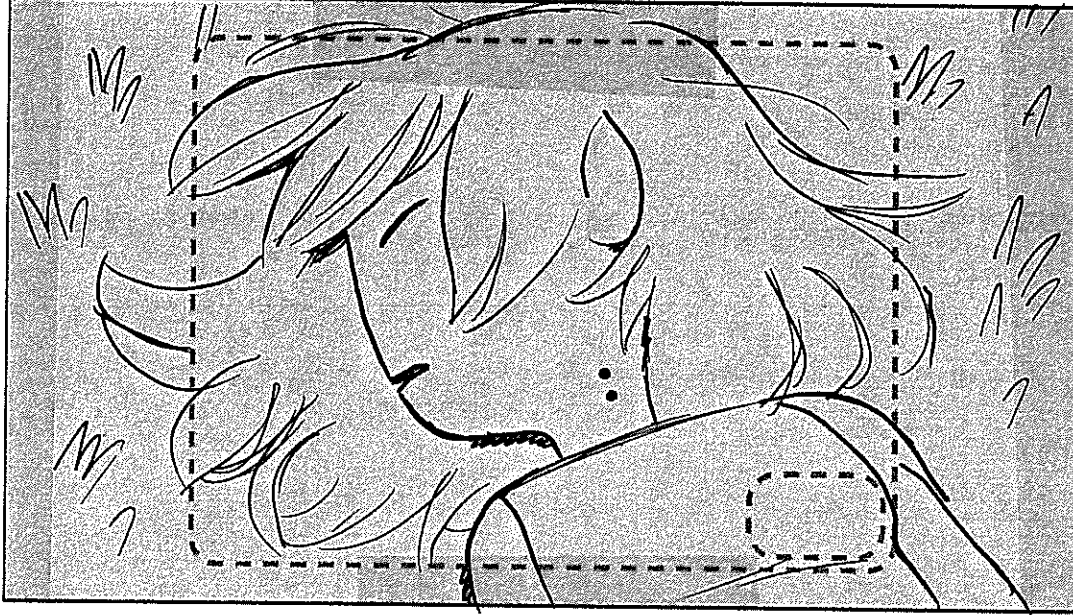
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ADVENTURE TIME

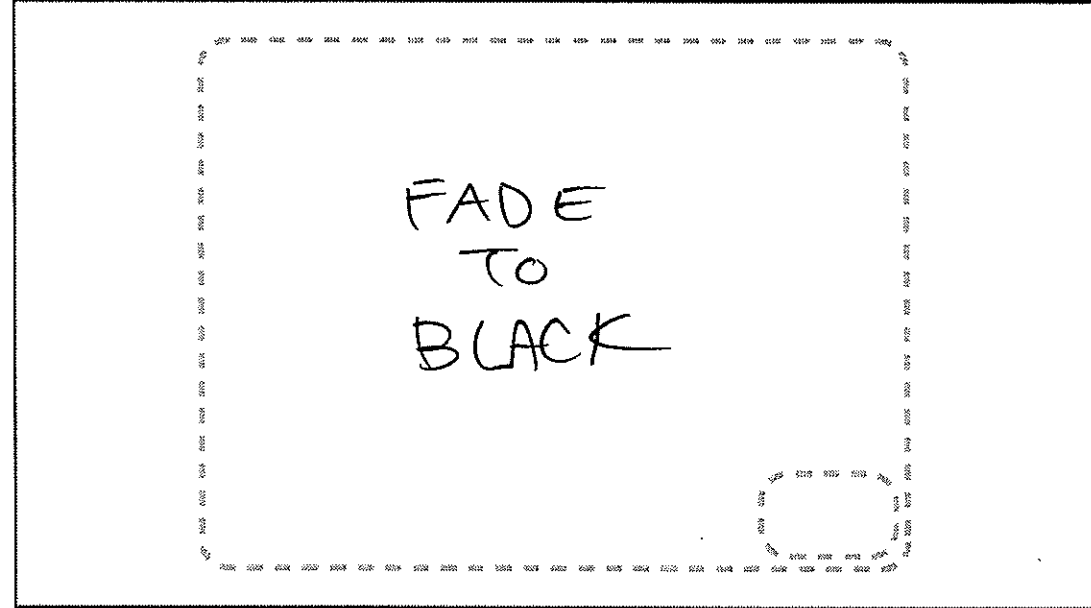


Page 232

Sc. 171 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

PRINCESS
BUBB. OS

Marceline?

(echoes out → Marceline marceline marceline)

Action:

Timing:

463

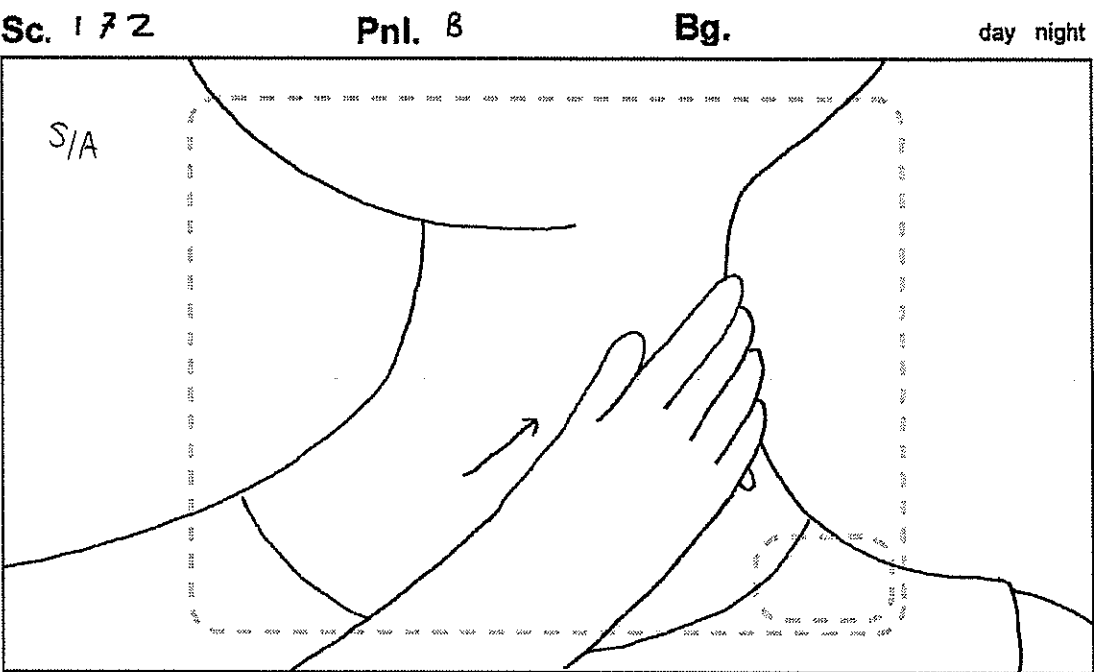
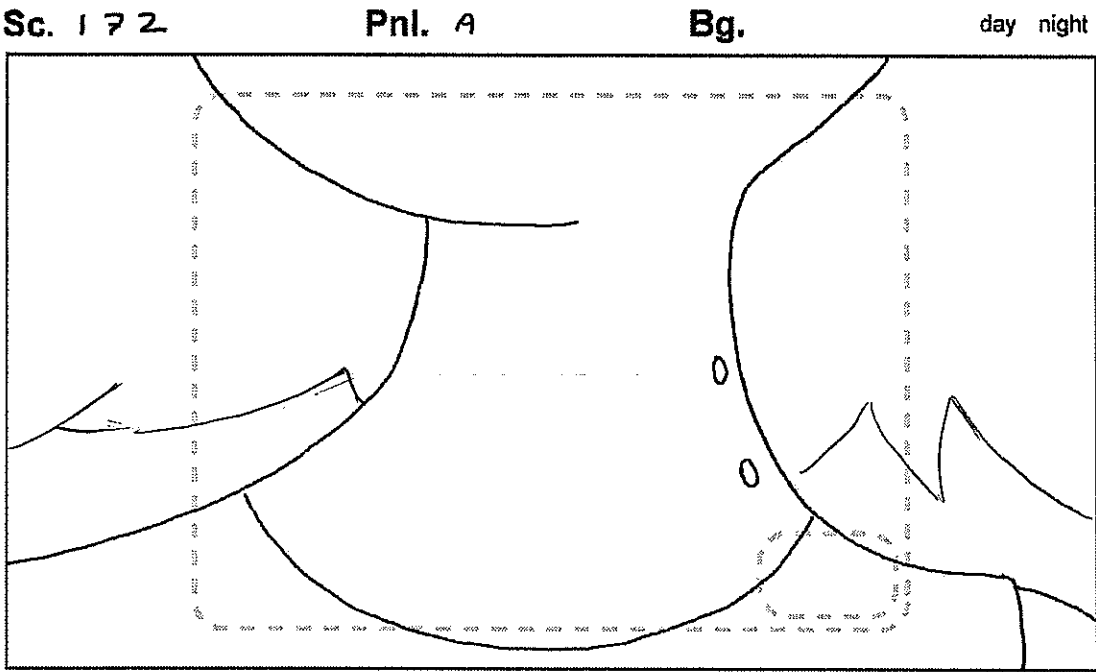
464

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ADVENTURE TIME

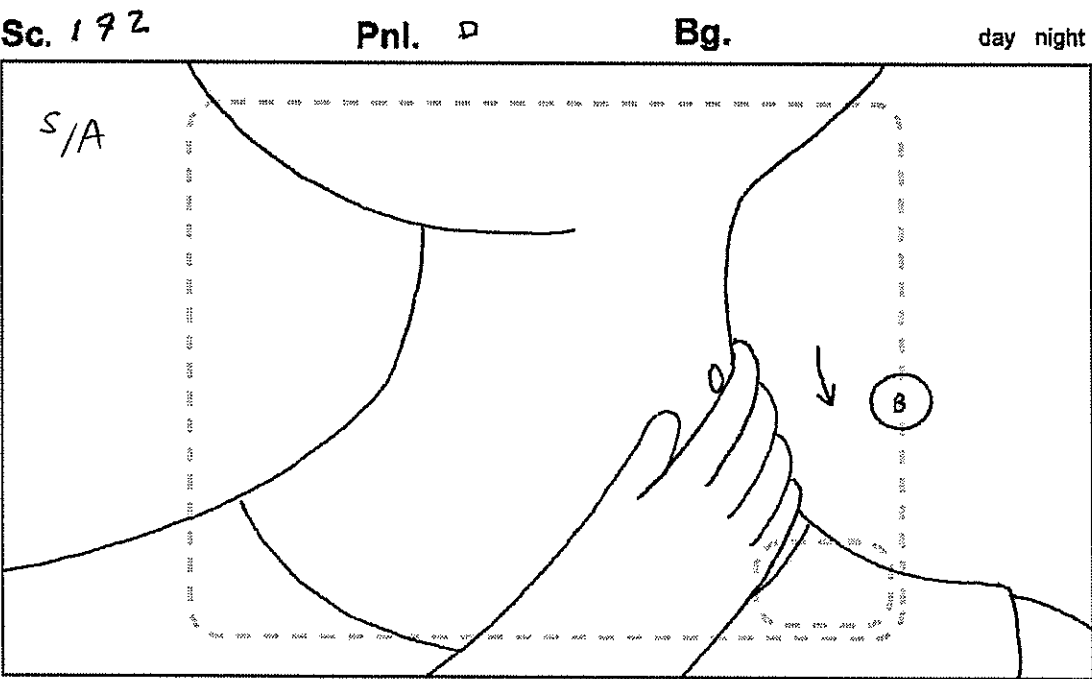
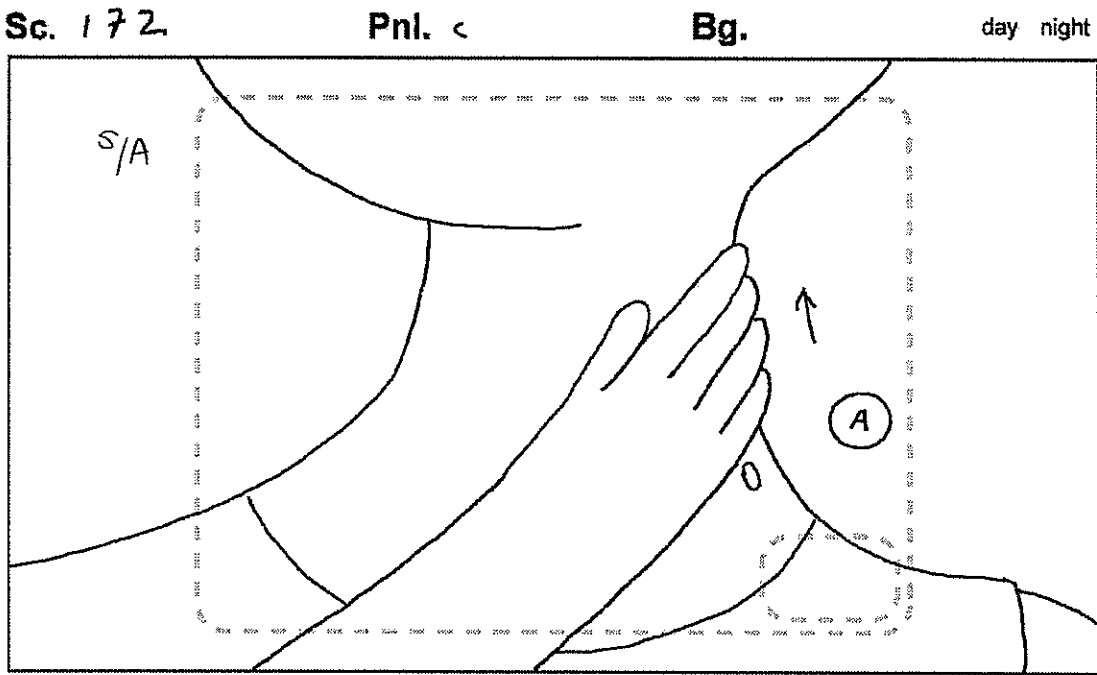


Dialog:	
Action: - INT. MARCELINE'S HOUSE. - M. LIFTS HAND TO NECK.	
Timing: 465 466	

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Production :

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ADVENTURE TIME



Dialog:

(F)(os) MARCELINE...?

Action:

M. RUBS NECK.

A B A B

Timing:

467

468

EPISODE # 1034-219

Production :

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ADVENTURE TIME



Sc. 173

Pnl. A

Bg.

day night

Sc. 173

Pnl. B

Bg.

day night

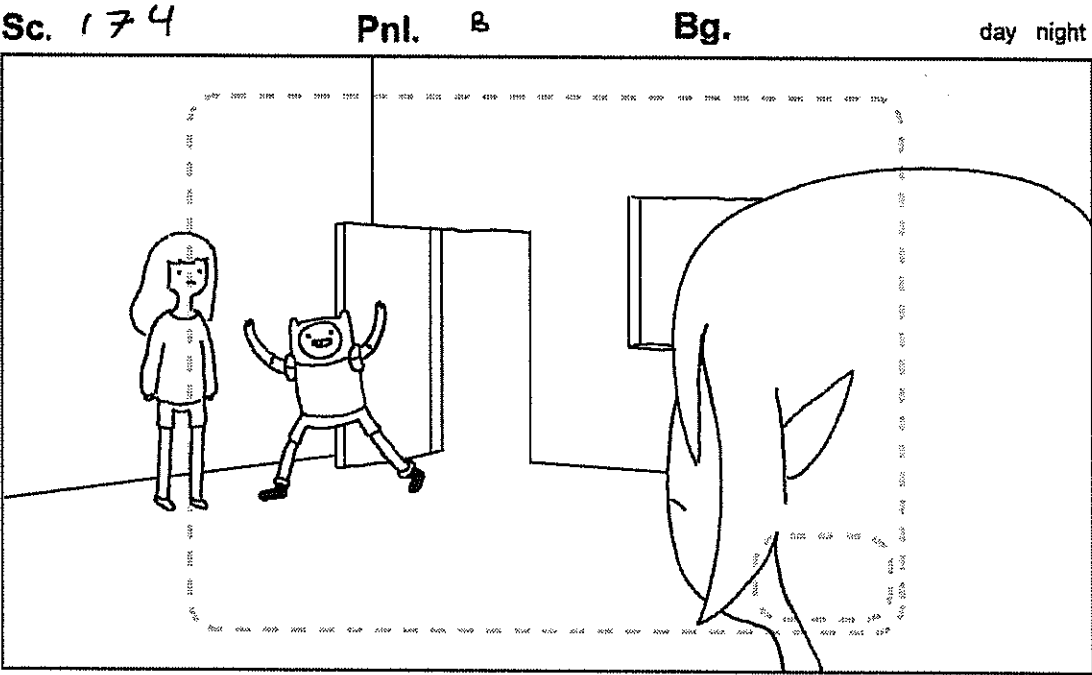
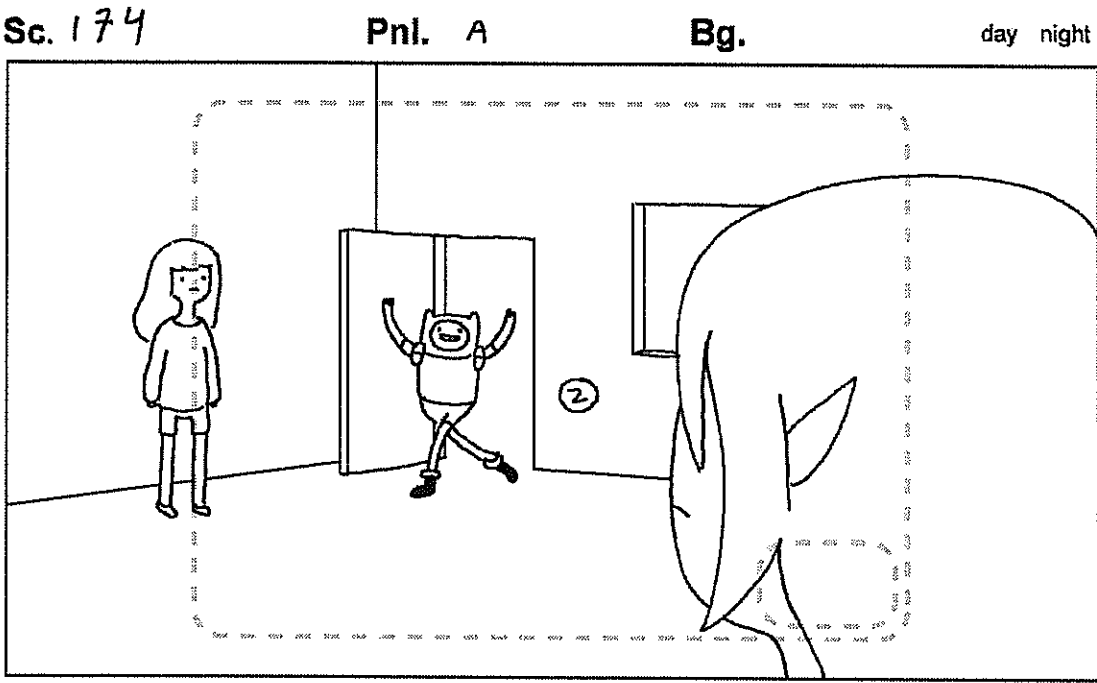
Dialog:	(M) SORRY , WHAT ?
Action:	
Timing:	469 470

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Production :

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ADVENTURE TIME



Dialog:	F I WAS JUST SAYIN' WE STOCKED YOUR FRIDGE WITH LIPSTICK AND STUFF, SO YOU'LL HAVE PLENTY TO EAT.	
Action:		
Timing:	 471	472

EPISODE # 1034-219
Production :

ADVENTURE TIME

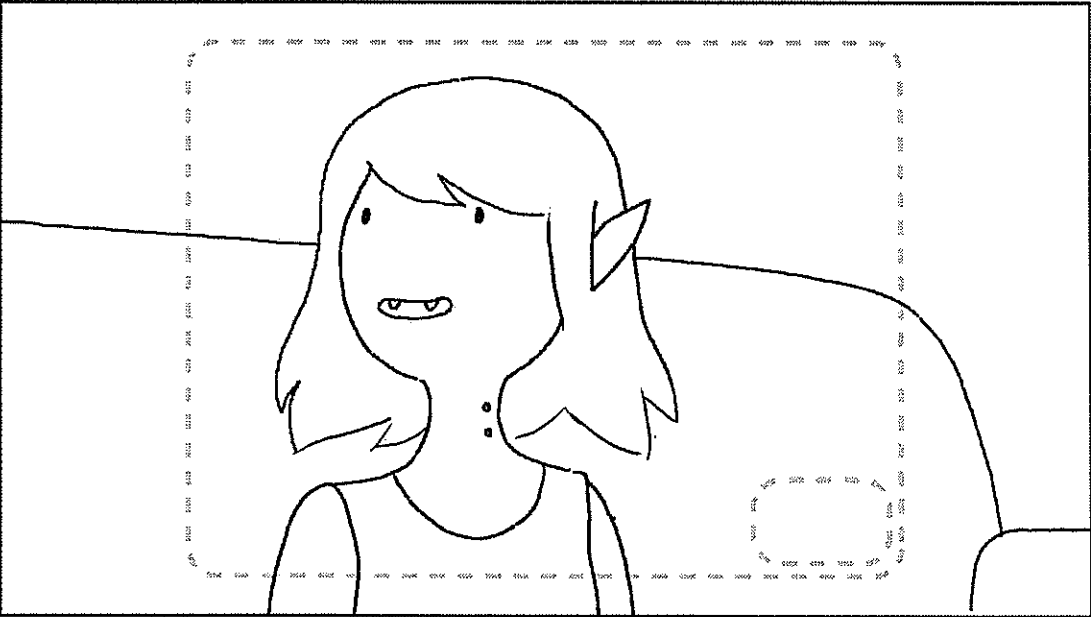


Sc. 175

Pnl. A

Bg.

day night

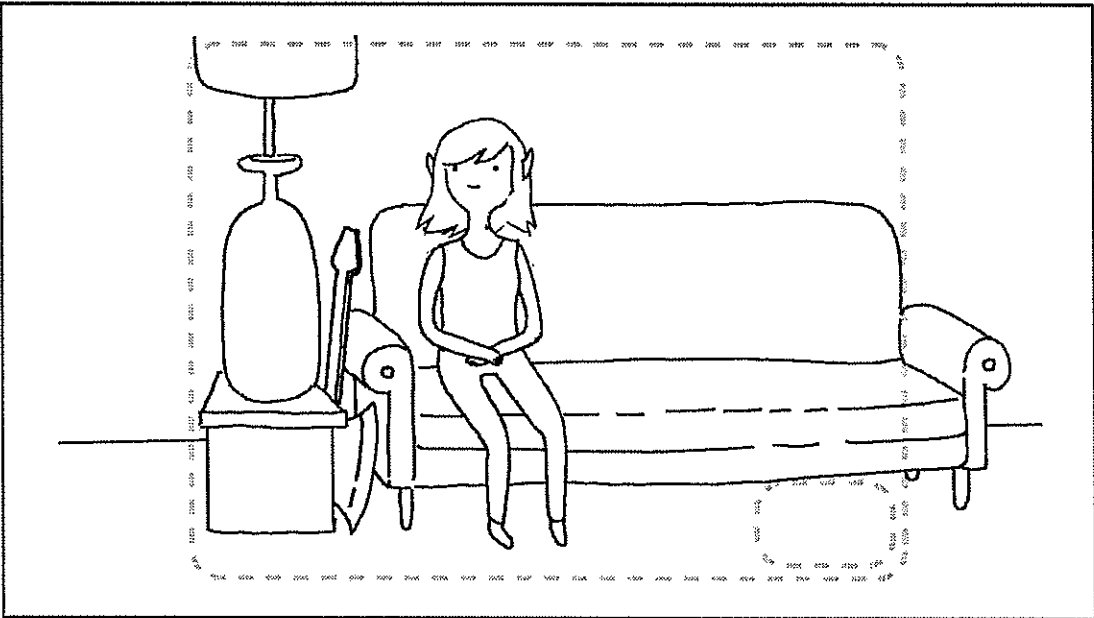


Sc. 176

Pnl. A

Bg.

day night



Dialog:

②/ AW THANKS, DUDE.

Action:

Timing:

473

474

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ADVENTURE TIME



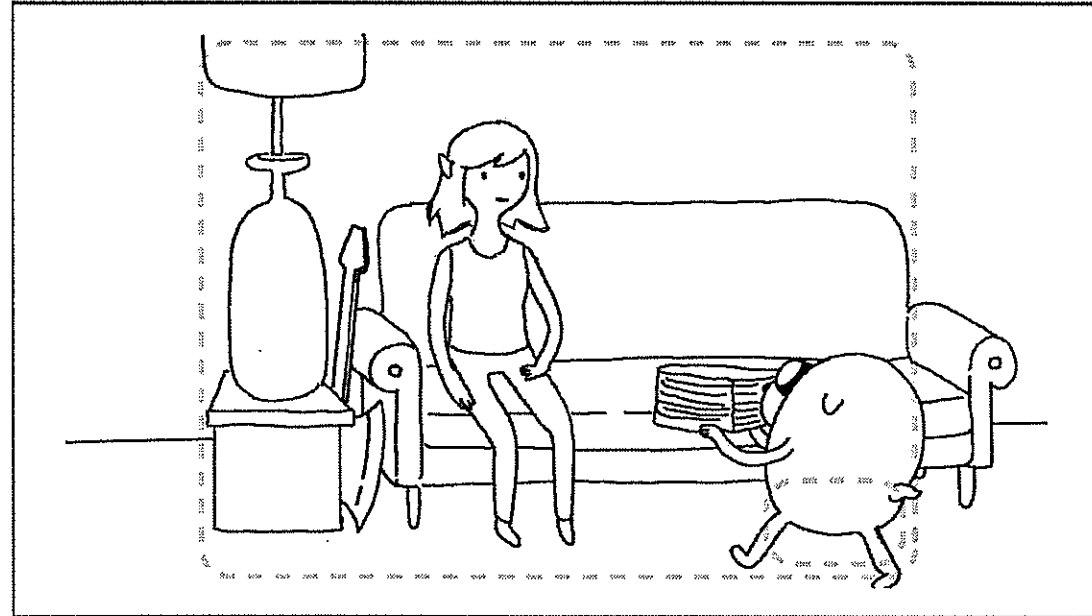
Page 238

Sc. 176

Pnl. β

Bg.

day night

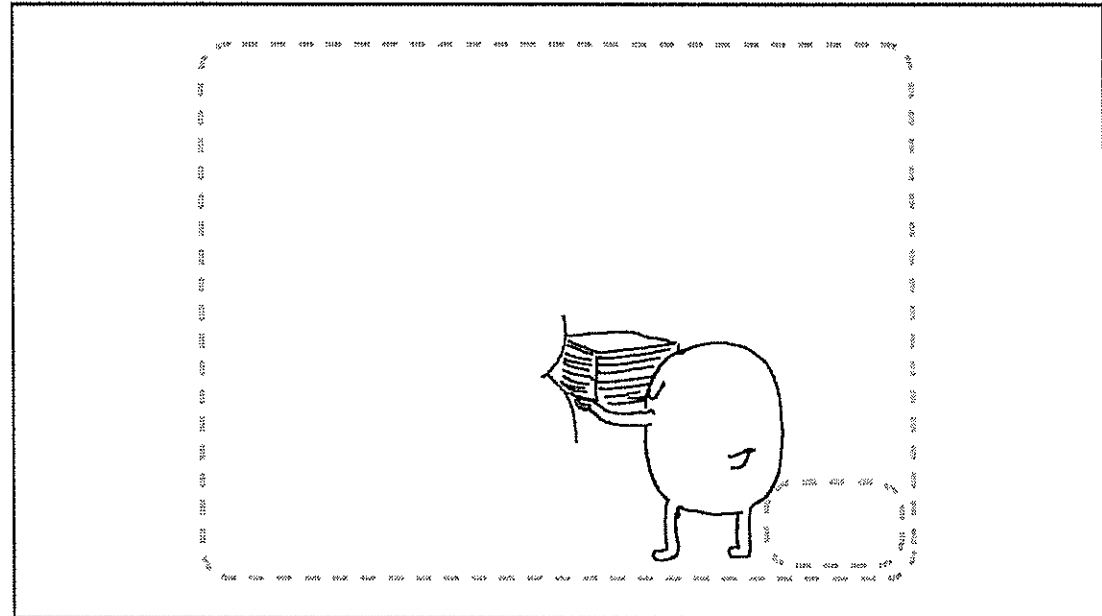


Sc. 176

Pnl. ζ

Bg.

day night



Dialog:

② ALSO WE GOT YOU CROSS WORDS,
SOO-DOO-KOOS, AND
CONNECT-THE-DOTS.

Action:

-J. WALKS ON/S
CARRYING GAME BOOKS.

PUT THE EMPHASIS ON "NECT"

Timing:

475

476

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ADVENTURE TIME

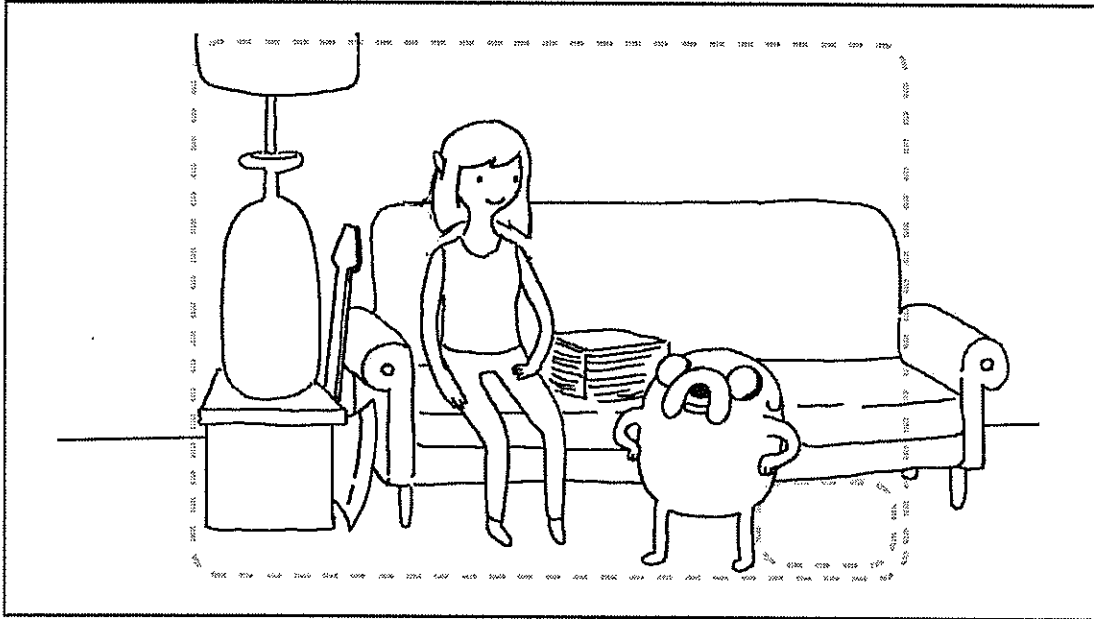


Sc. 176

Pnl. D

Bg.

day night

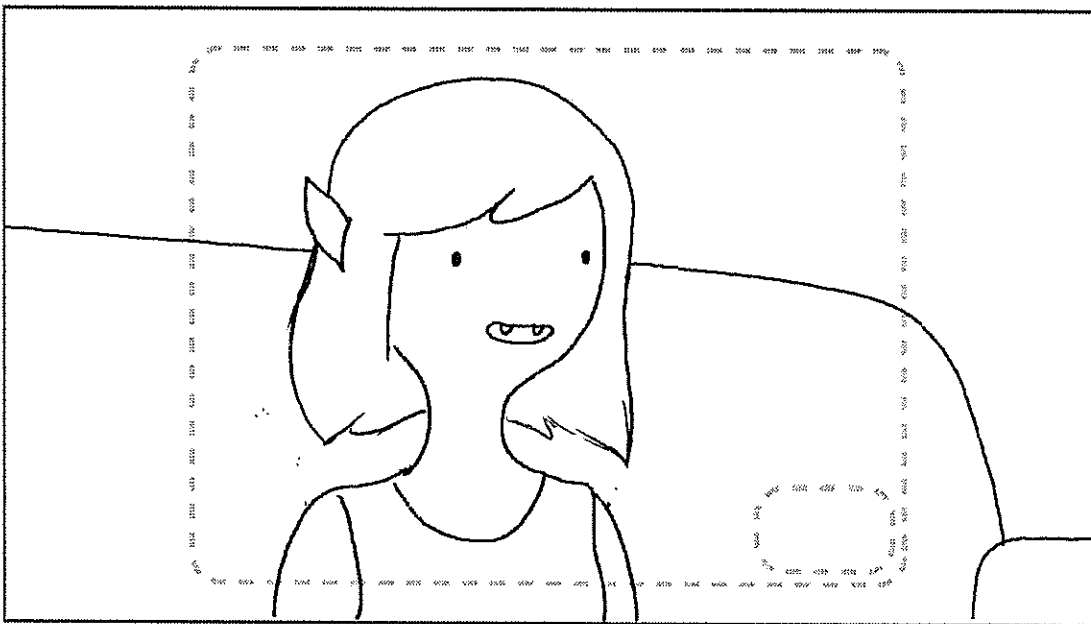


Sc. 177

Pnl. A

Bg.

day night



Dialog:

J. JUST TAKER EASY, BUDDY.

A. M. SURE.

B. (PB) (o.s) OH, HEY,

Action:

Timing:

477

478

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ADVENTURE TIME



Sc. 177 Pnl. B Bg. day night

Sc. 178 Pnl. A Bg. day night

Dialog: (9/5) PB I WAS THINKIN...

Action:

Timing: 479

SO ONCE I USURP CRUNCHY I'LL HAVE MY CASTLE BACK AGAIN.

480

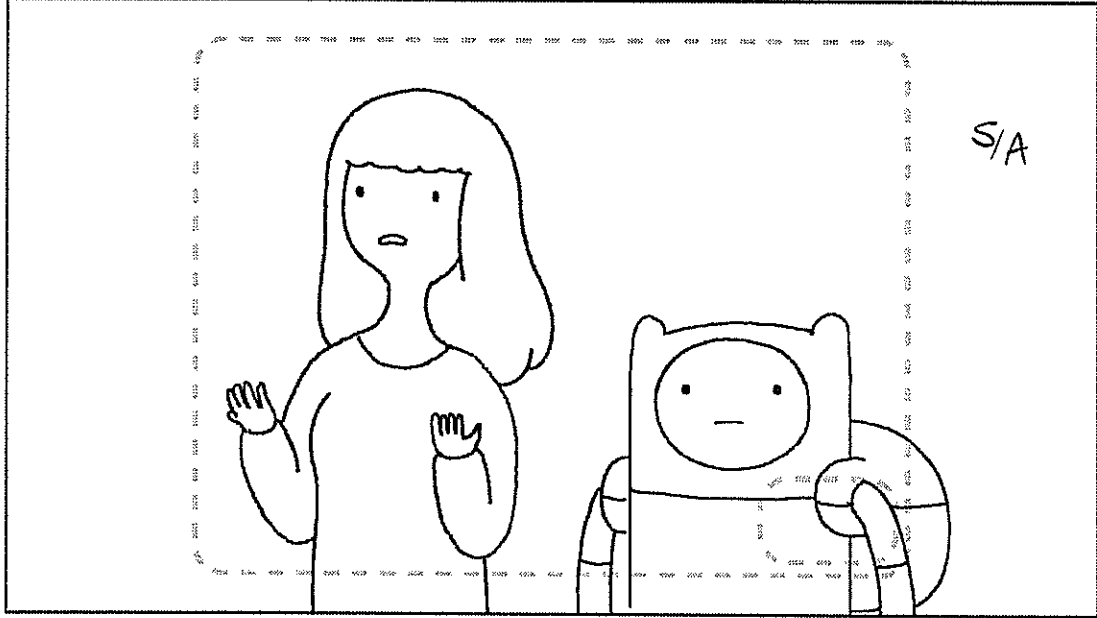
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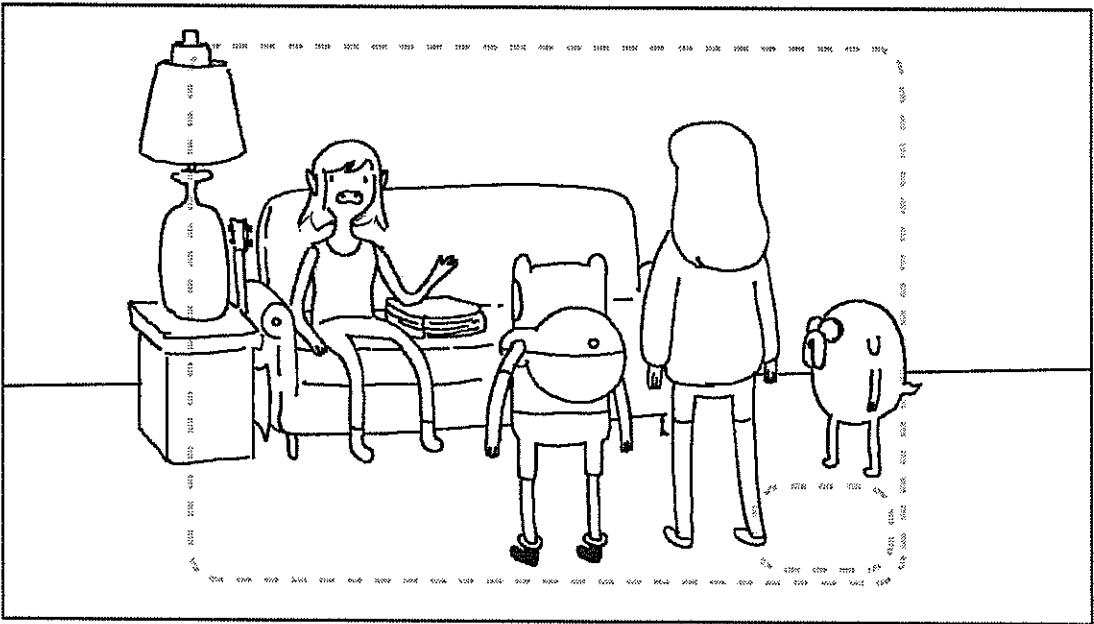
ADVENTURE TIME



Sc. 178 Pnl. B Bg. day night



Sc. 179 Pnl. A Bg. day night



Dialog:	<p>(B) THERE'S ROOM THERE IF YOU DON'T WANT TO BE ALONE ...</p> <p>(M) NAH, I THINK I NEED TO RUMINATE A LITTLE.</p>
Action:	
Timing:	<p>481</p> <p>482</p>

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ADVENTURE TIME



Sc. 179

Pnl. A

Bg.

day night

Sc. 180

Pnl. A

Bg.

day night

Dialog:	<div>(M) THINK ABOUT BEIN' A VAMPIRE AGAIN.</div> <div>(E) ARE YOU ...</div>
Action:	
Timing:	<div>483</div> <div>484</div>

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ADVENTURE TIME

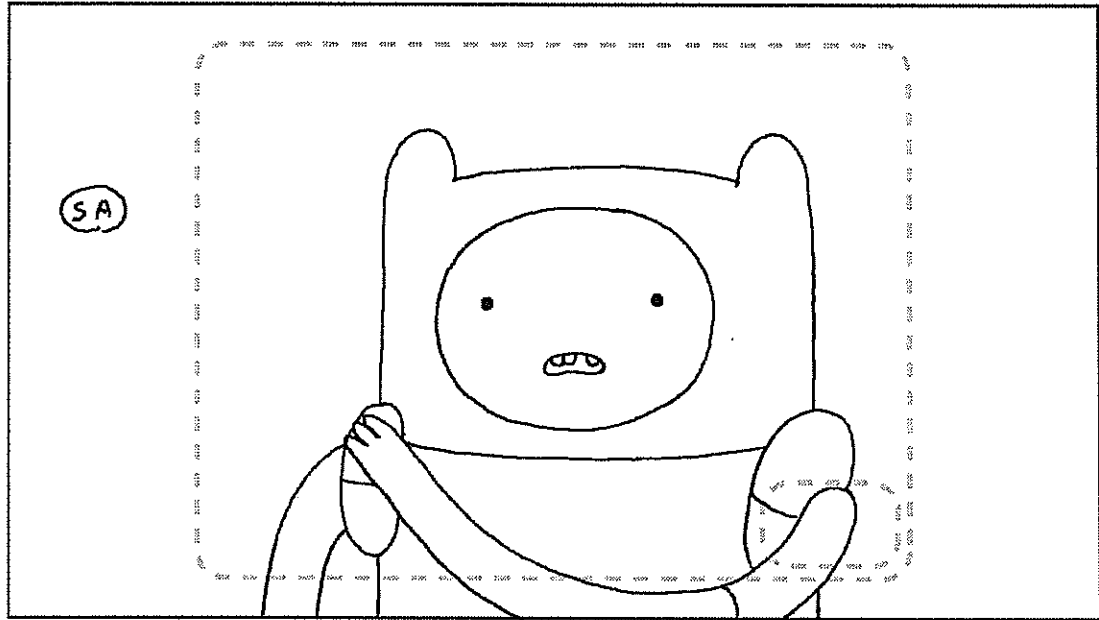


Sc. 180

Pnl. B

Bg.

day night

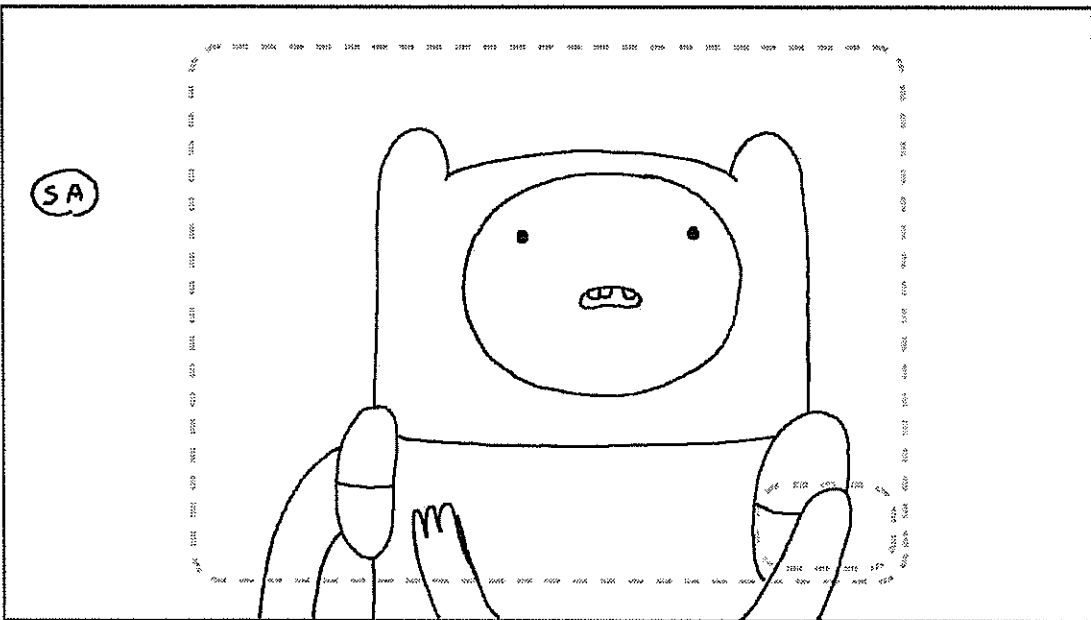


Sc. 180

Pnl. C

Bg.

day night



Dialog:	
Ⓣ UH ... DO YOU FEEL BAD? I DON'T WANT TO	Ⓣ " I'M SORRY ABOUT WHO YOU ARE " OR ANYTHING IF YOU'RE
Action: SAY, LIKE,	FEELING OKAY,
Timing:	
485	486

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ADVENTURE TIME



Sc. 180 Pnl. D Bg. day night

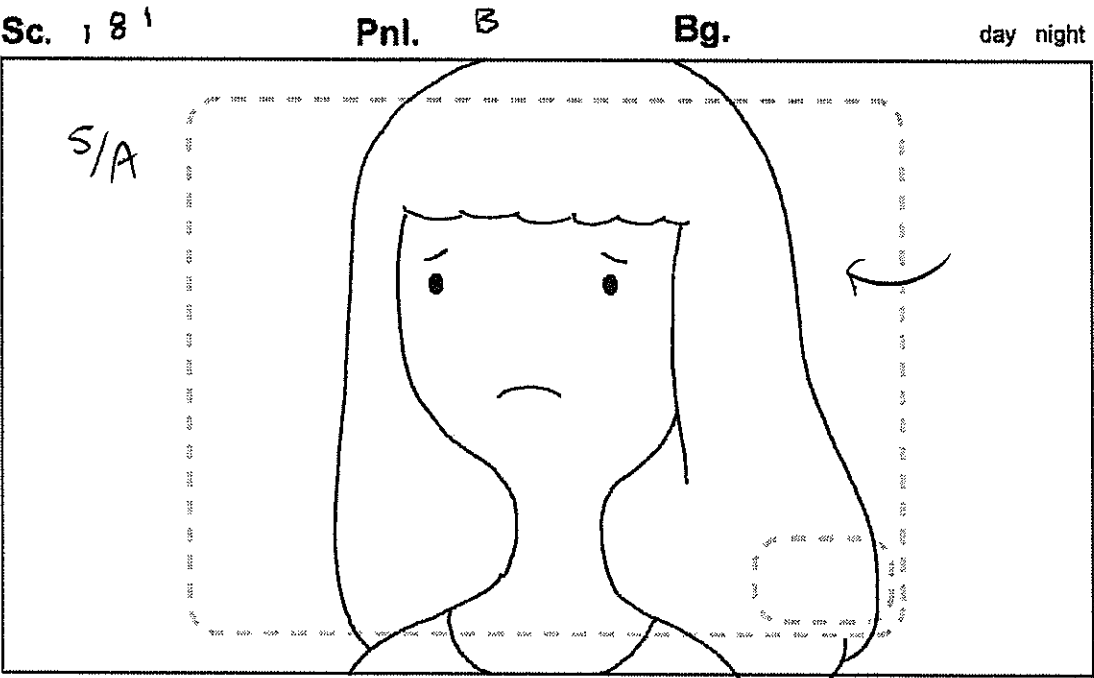
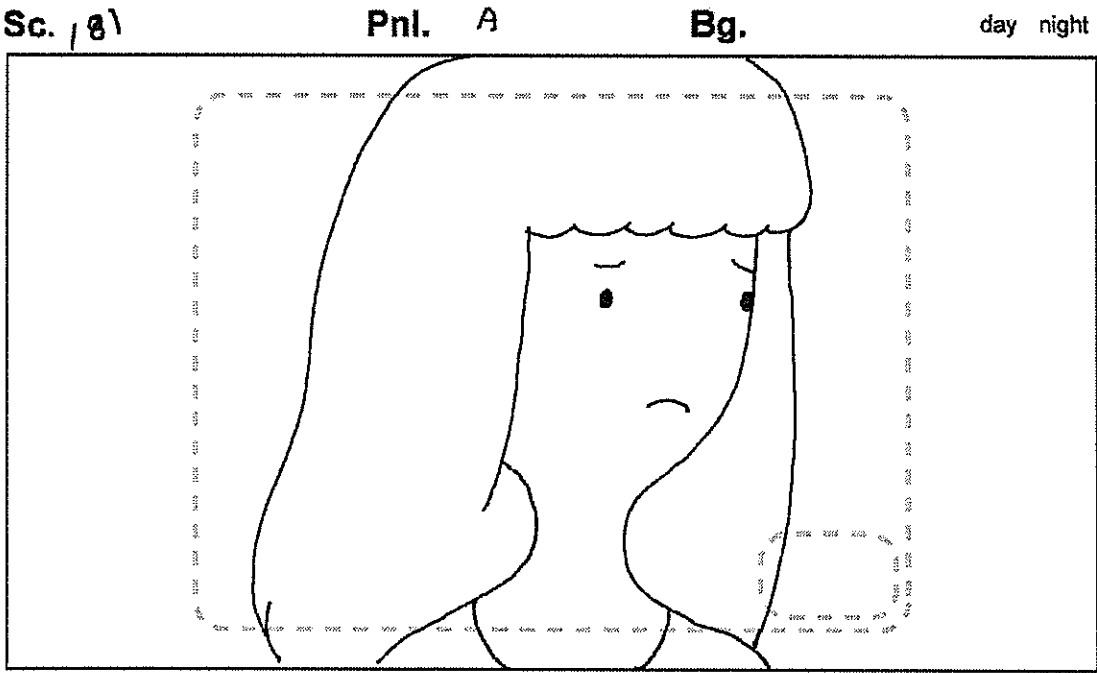
Sc. 180 Pnl. E Bg. day night

Dialog:	<p>(F) BUT I DON'T KNOW HOW BAD NEWS ALL OF THIS IS.</p>	<p>(F) RIGHT?</p>
Action:		
Timing:	487	488

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ADVENTURE TIME



Dialog:
Action:
Timing:

489 490

- PB TURNS,

1034-219

EPISODE #

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ADVENTURE TIME

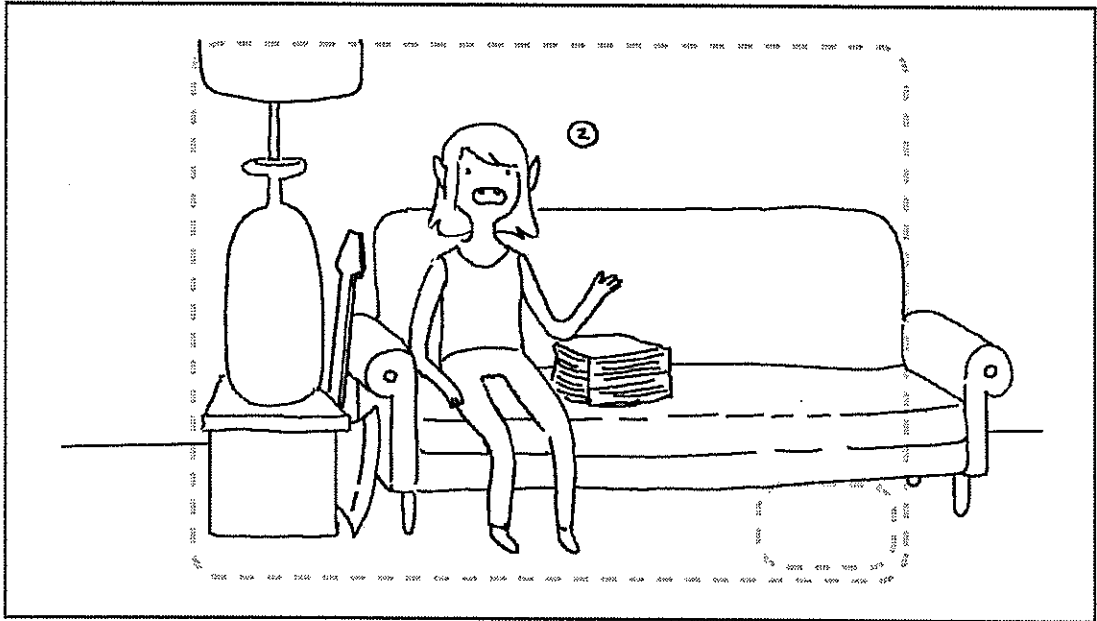


Sc. 182

Pnl. A

Bg.

day night

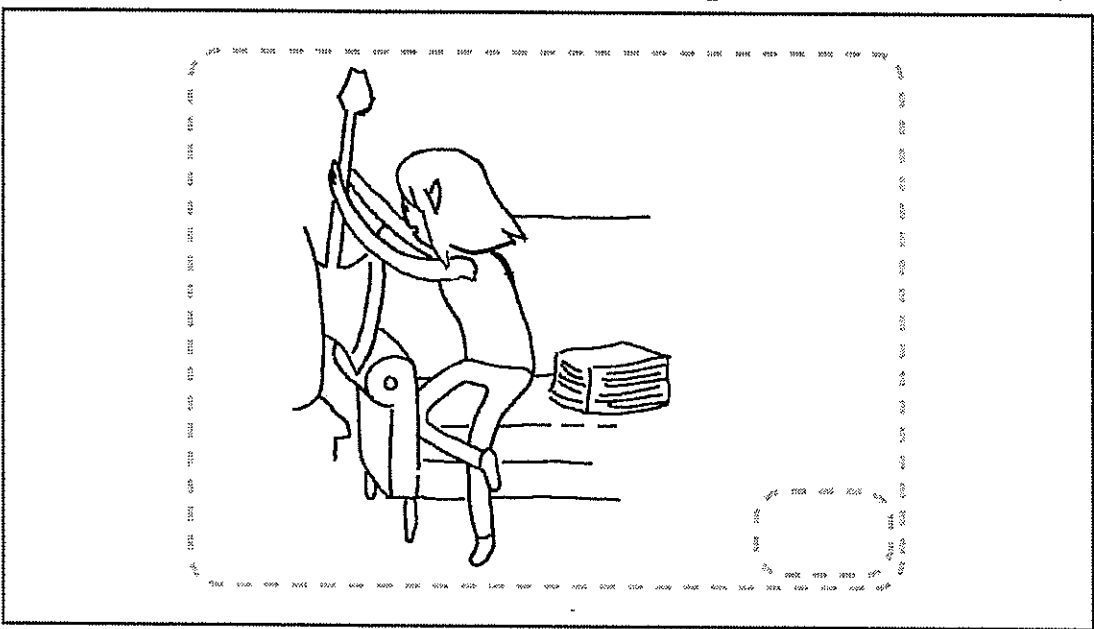


Sc. 182

Pnl. B

Bg.

day night

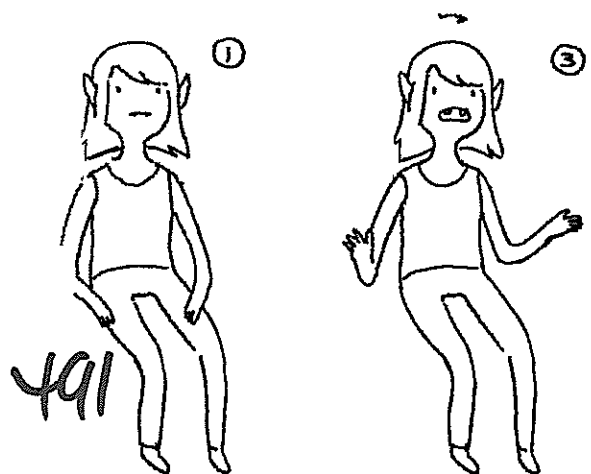


Dialog:

(M) NAH, I'M COOL BEING
A VAMPIRE AGAIN.

Action:

Timing:



(M) BEING MORTAL WAS GOOD,
I THINK I GREW UP FOR
THE FIRST TIME IN LIKE
A THOUSAND YEARS!

PULLS UP BASS. 492

EPISODE # 1034-219

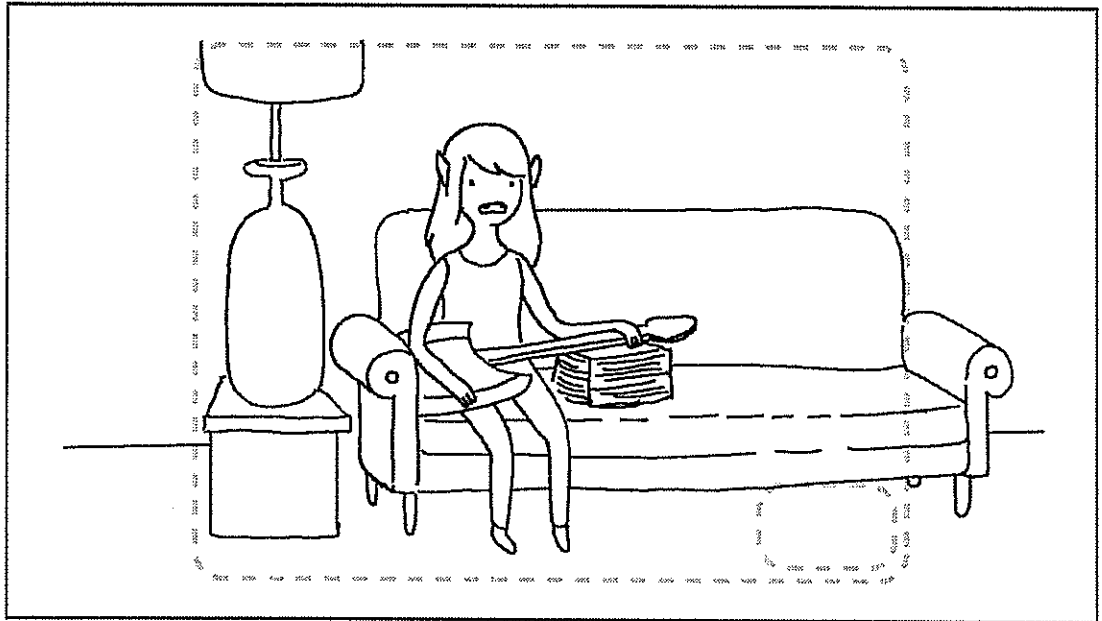
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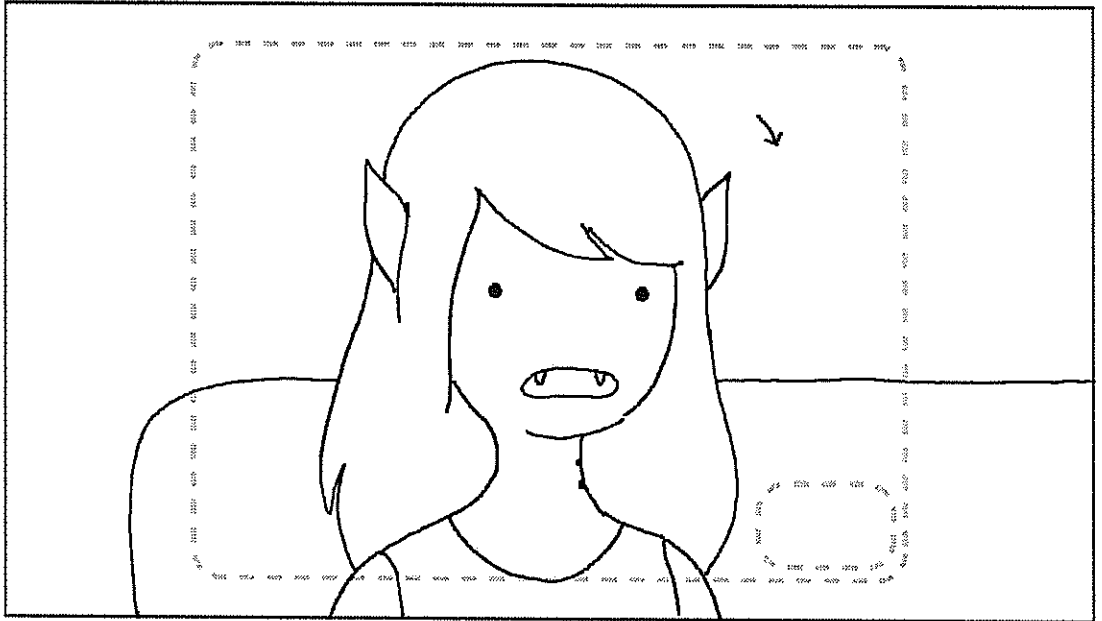
ADVENTURE TIME



Sc. 182 Pnl. C Bg. day night



Sc. 183 Pnl. A Bg. day night



Dialog:	<p>(M) BUT ... AT THE SAME TIME IT WAS TERRIFYING.</p>	<p>(M) NOW I'M A VAMPIRE WITH MORTAL MEMORIES AND, I DUNNO, MORE EMPATHY OR SOMETHING.</p>
Action:		
Timing:	493	494

EPISODE # 1034-219
Production :

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ADVENTURE TIME



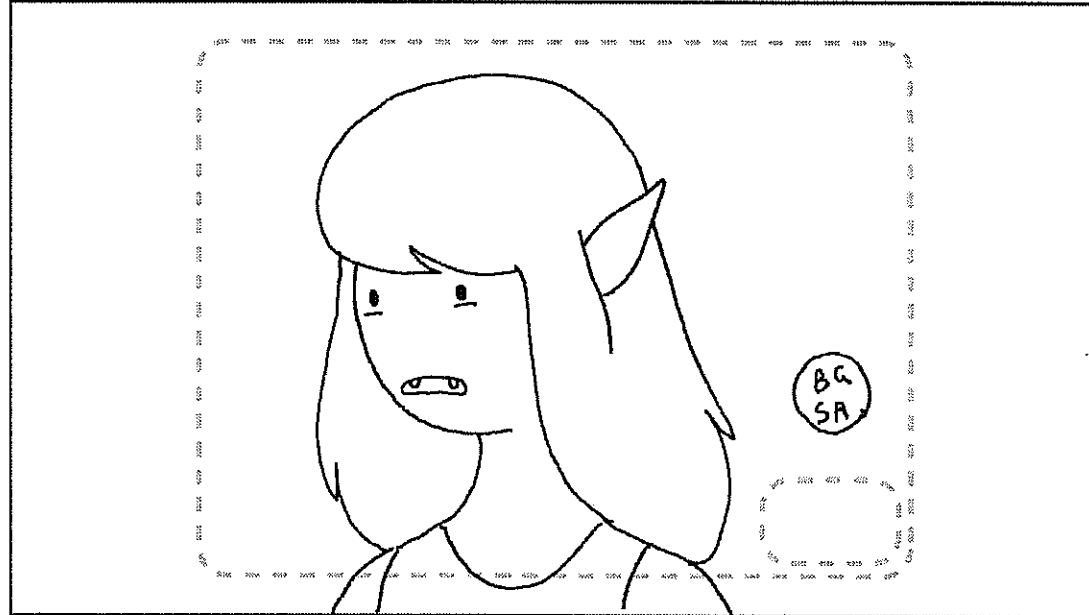
Page 248

Sc. 183

Pnl. B

Bg.

day night

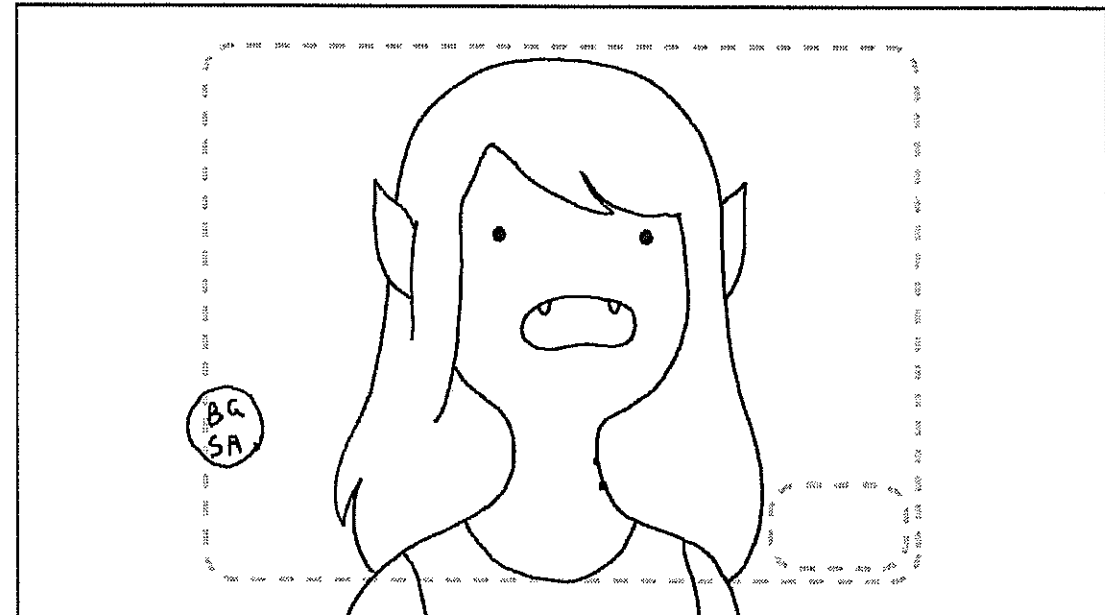


Sc. 183

Pnl. C

Bg.

day night



Dialog:

(M) MORE GROWN UP...
(OR) OH HEY...

(M) BONNIE, THANK YOU
FOR HELPING ME GROW UP.

Action:

I DID MY BEST BUT YEESH
I DUNNO ABOUT THIS DRAWING.

Timing:

- 3 W.

495

496

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ADVENTURE TIME



Sc. 184

Pnl. A

Bg.

day night

Sc. 184

Pnl. B

Bg.

day night

Dialog:

M/cos) NOW I GUESS WE GET TO HANG OUT TOGETHER FOREVER.

Action:

Timing:

497

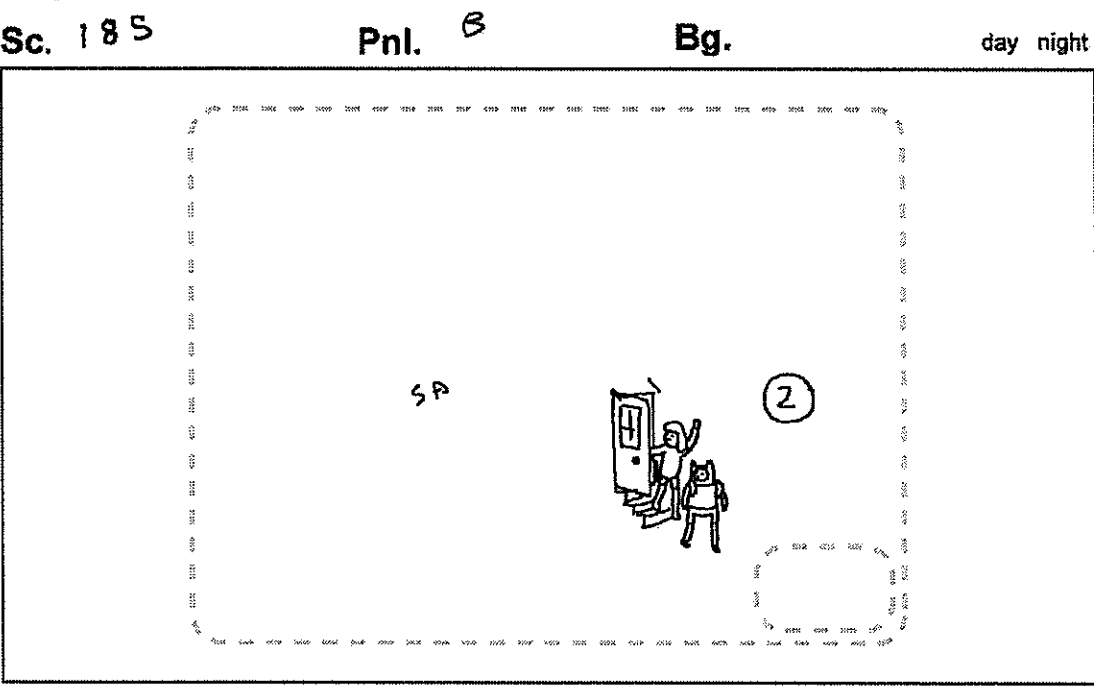
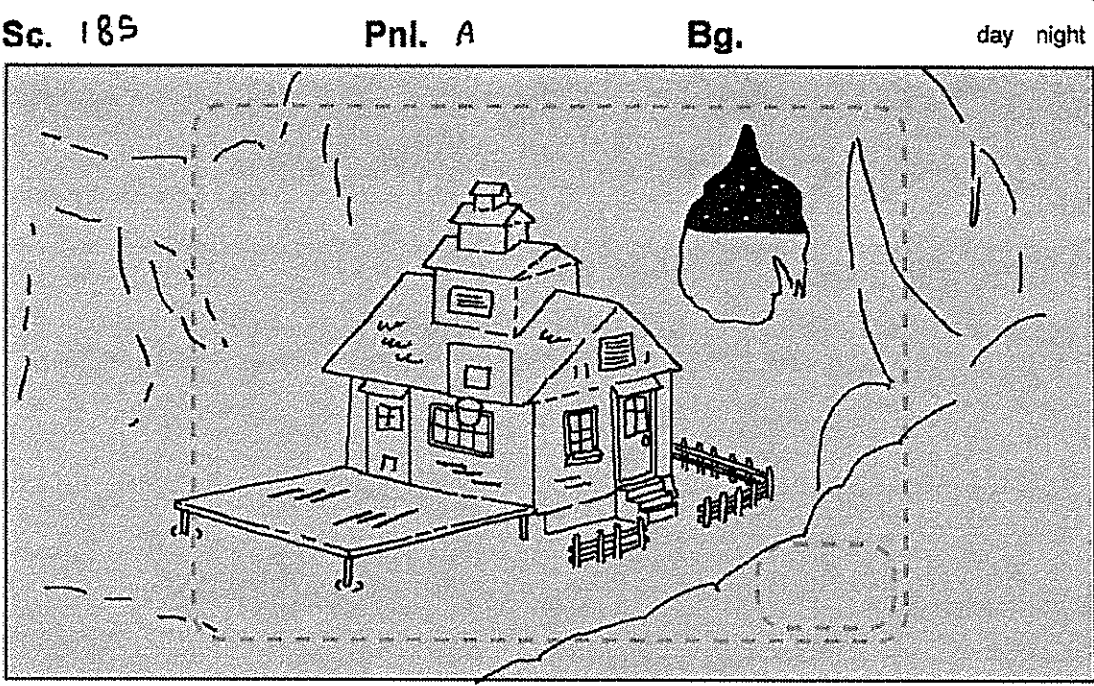
498

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ADVENTURE TIME



Dialog:

A. ① TAKE CARE!

B. ② SEE YA MARCY!

Action:

-FJ, PB
LEAVE HOUSE.

Timing:

499

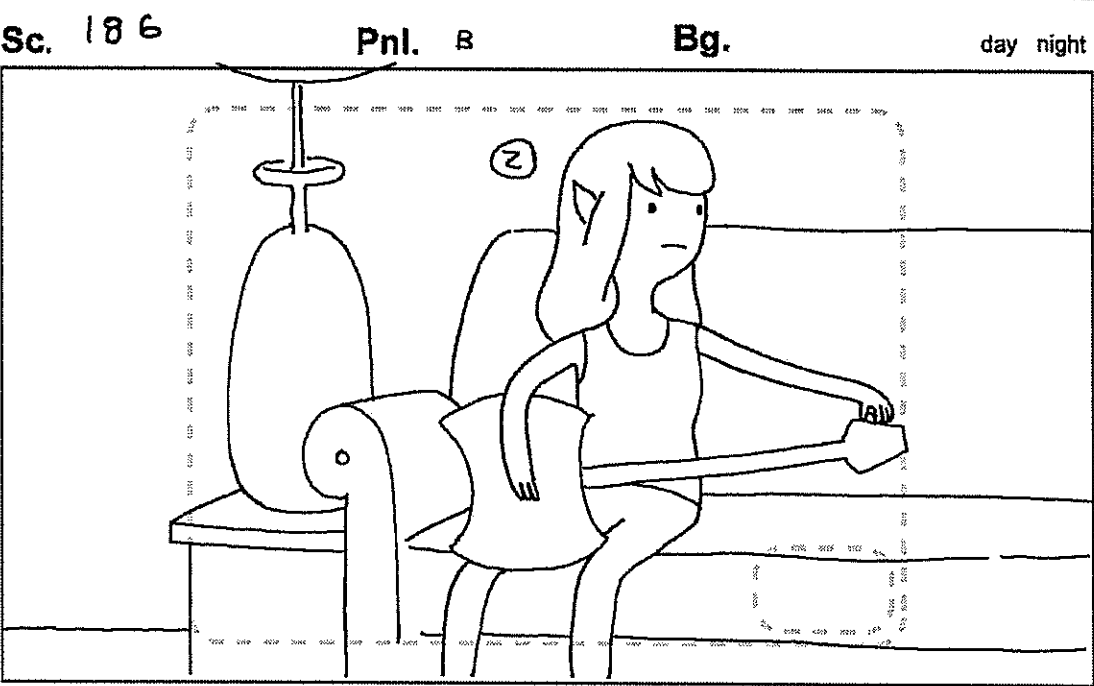
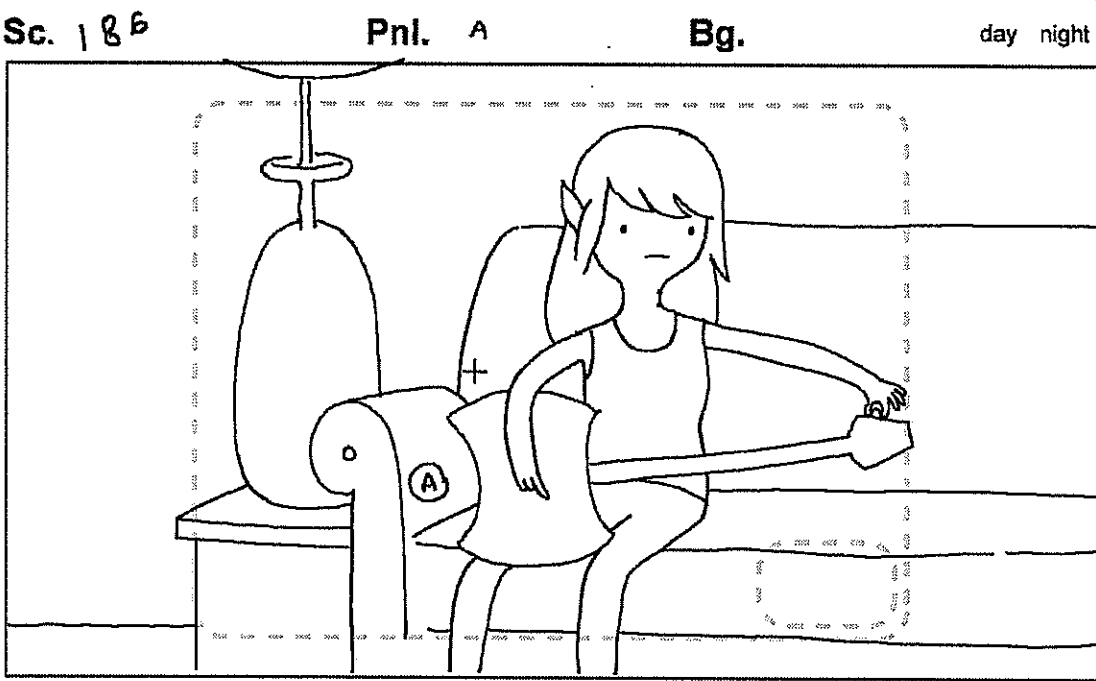
500

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ADVENTURE TIME



Dialog:

(SFX) = TUNING PLUCKING =

(KING/OS) ① YOUR FRIENDS SEEM NICE.

Action:

PLUCKING

A B A B A B A

Timing:

② + SD1

SD2

EPISODE # 1034-219

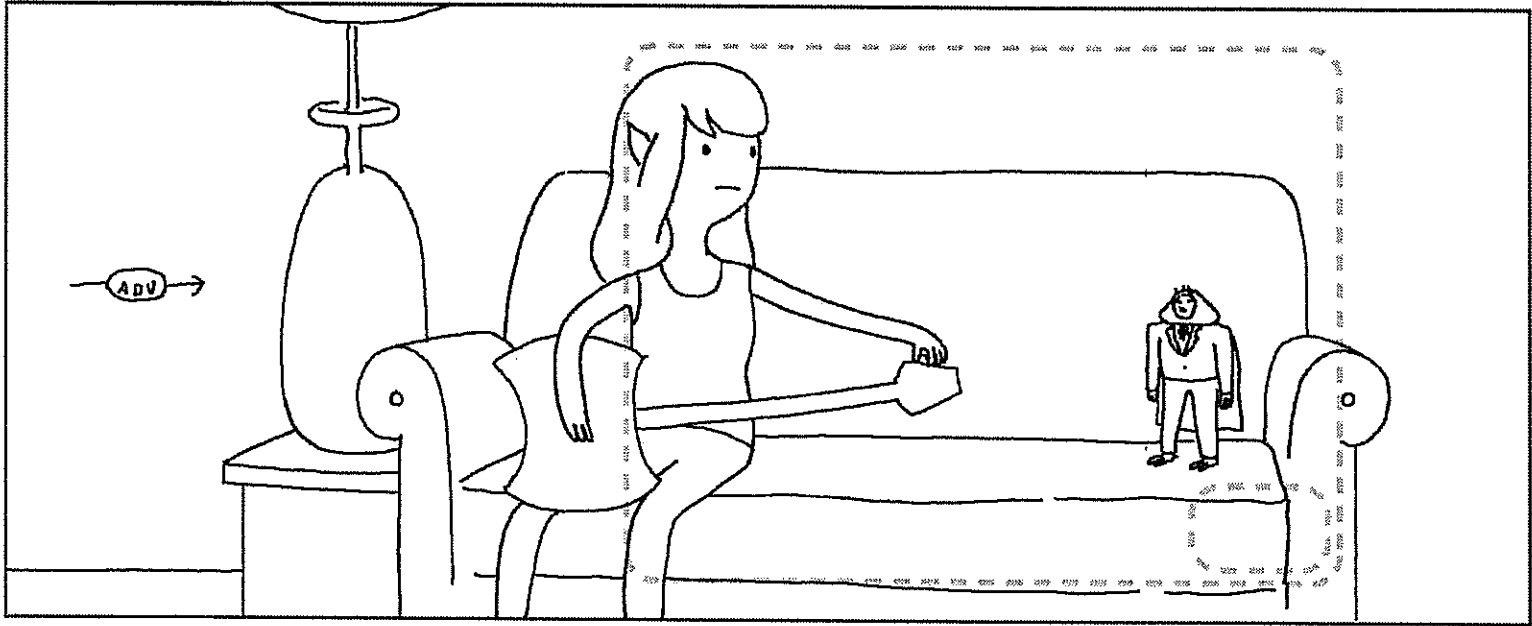
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ADVENTURE TIME



Sc. 186 Pnl. c Bg. day night



Dialog:

Action:

- PAN RIGHT TO TINY VAMPIRE KING .

Timing:

503

504

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ADVENTURE TIME



Sc. 187

Pnl. A

Bg.

day night

Sc. 188

Pnl.

Bg.

day night

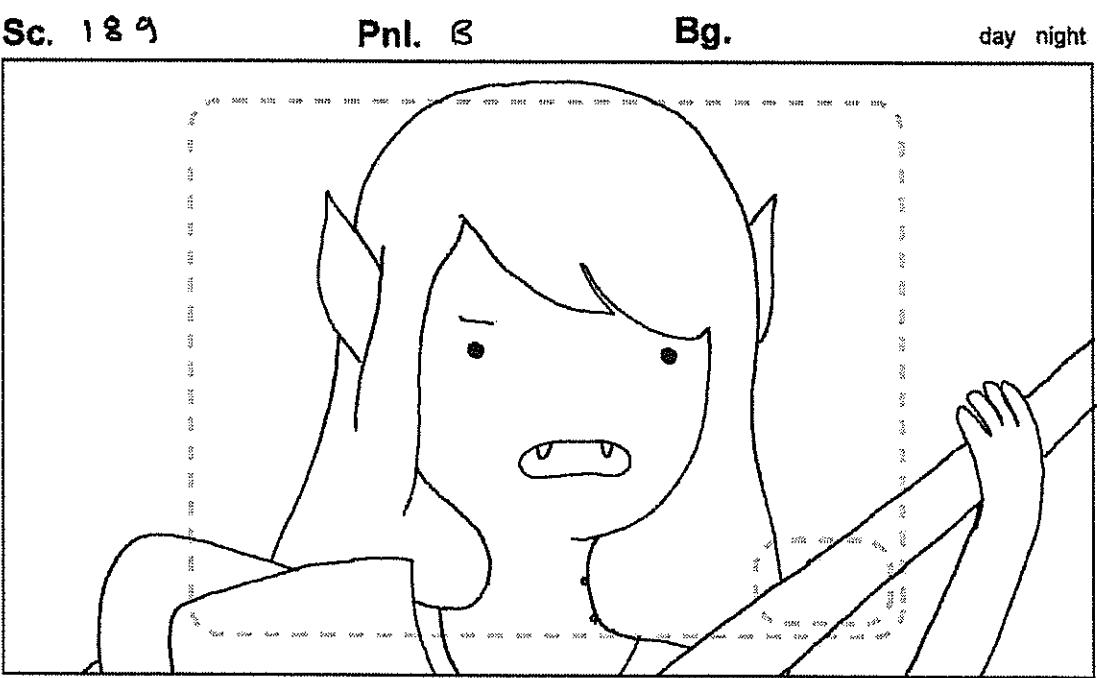
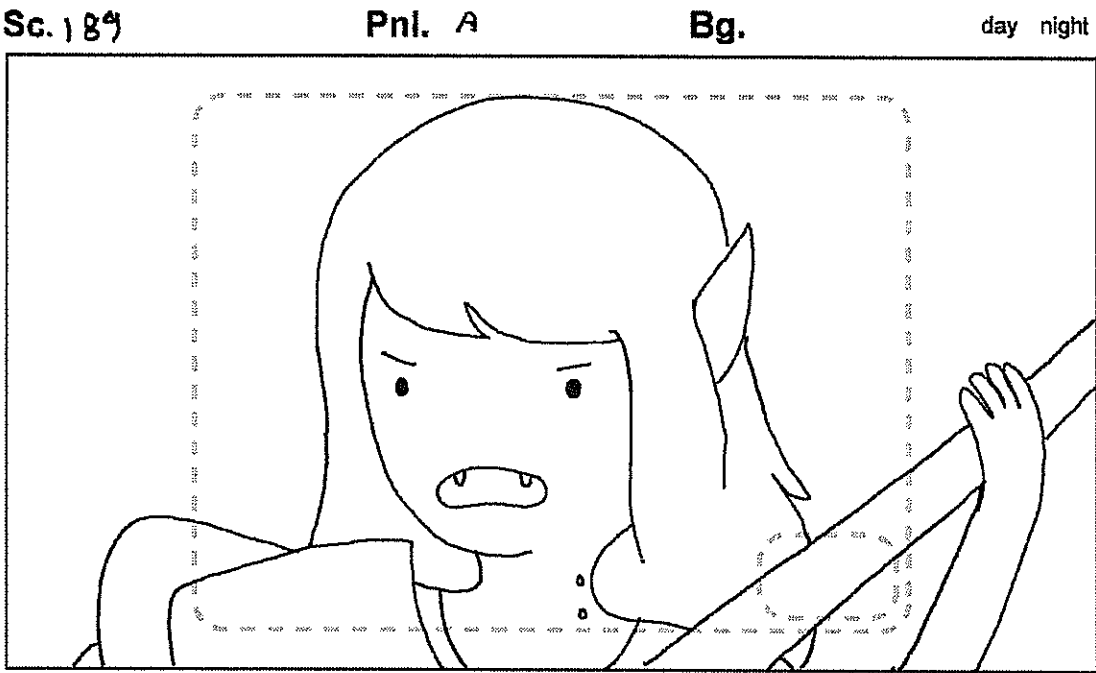
Dialog:	(M) UMM M M , ARE YOU LIKE IN MY HEAD NOW OR WHAT.	(K) FOR NOW
Action:		
Timing:	505	506

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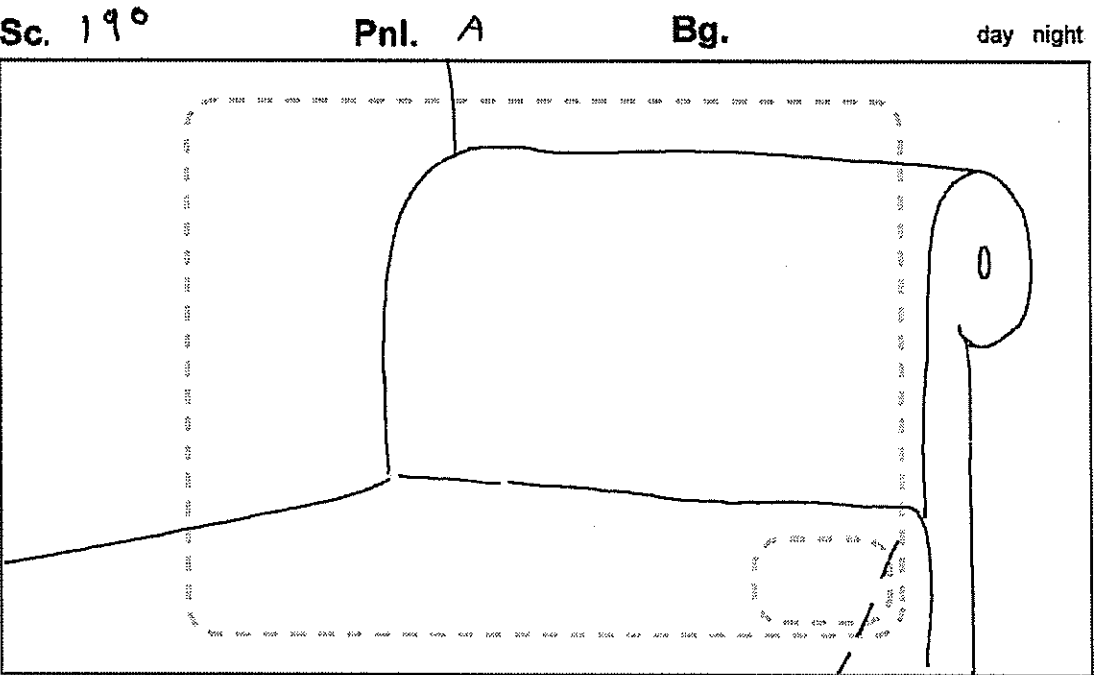
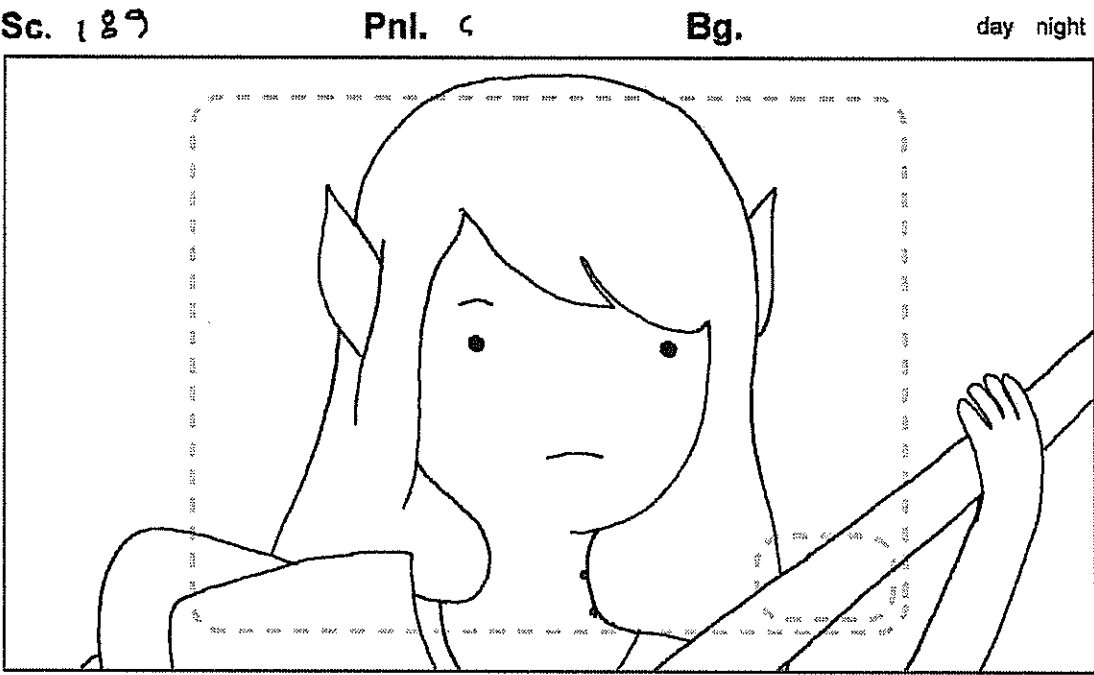
ADVENTURE TIME



Dialog:	
(M)	WELL , JUST DON'T GET IN MY WA - (STARTS PLUCKING)
Action:	
Timing:	
507	508

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ADVENTURE TIME



Dialog:	
Action:	
Timing:	

509

510

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ADVENTURE TIME



Sc. 191

Pnl. A

Bg.

day night

Sc. 191

Pnl. B

Bg.

day night

Dialog:	
Action:	- M. THINKS FOR A BEAT.
Timing:	511512

EPISODE # 1034-219

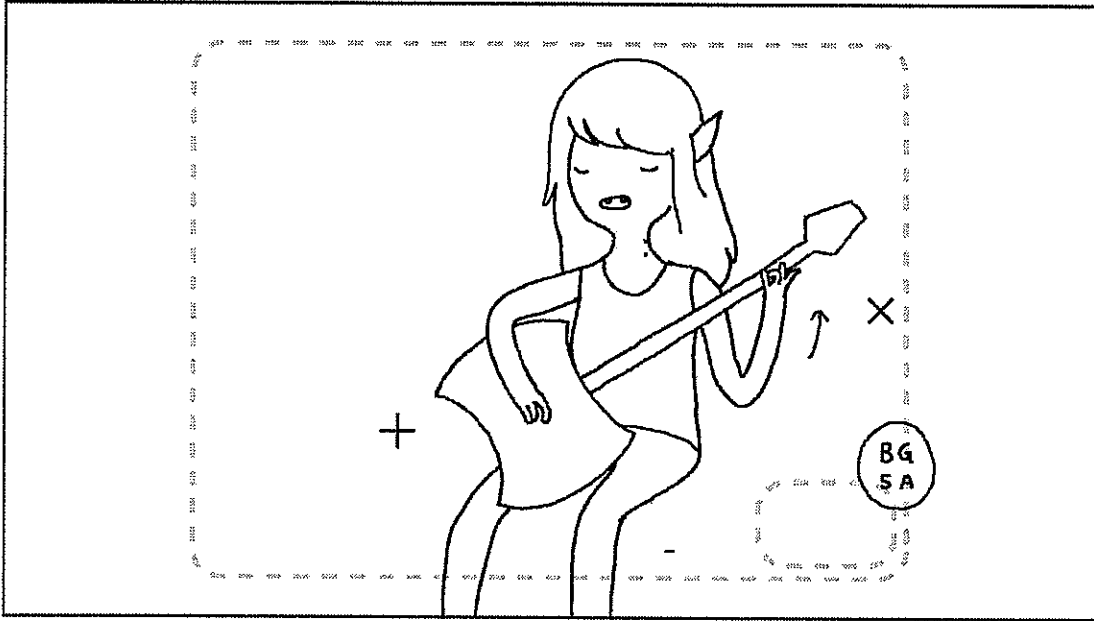
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ADVENTURE TIME



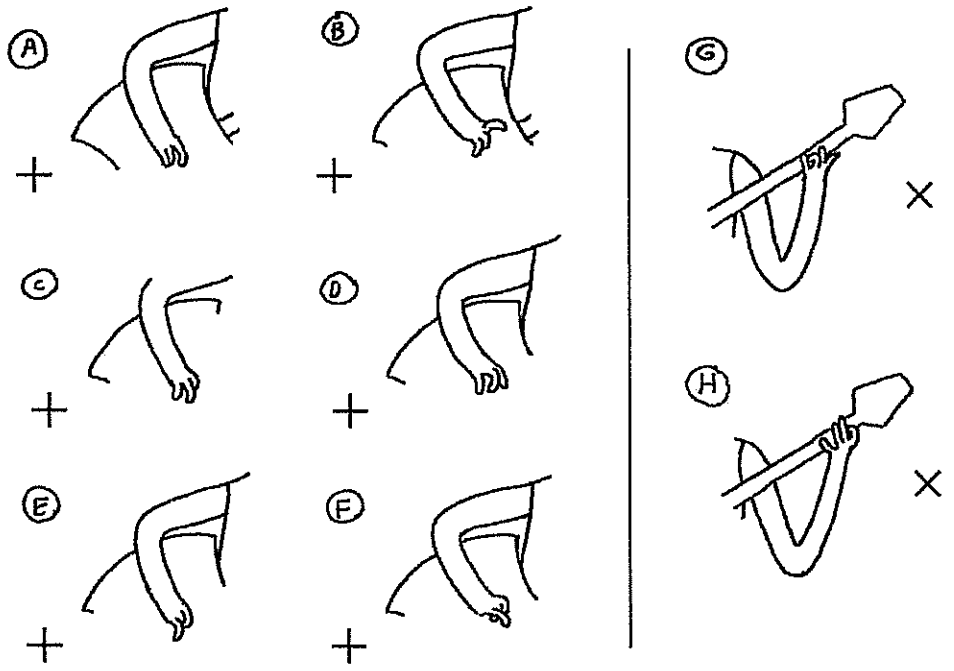
Sc. 191 Pnl. < Bg. day night



Dialog: (M) (SINGING) LET'S GO IN THE GARDEN ...
♪ YOU'LL FIND SOMETHING WAITING ... ♪

Action: - M. STARTS PLAYING. (G) A B C D (H) E F C D E F

Timing: S13



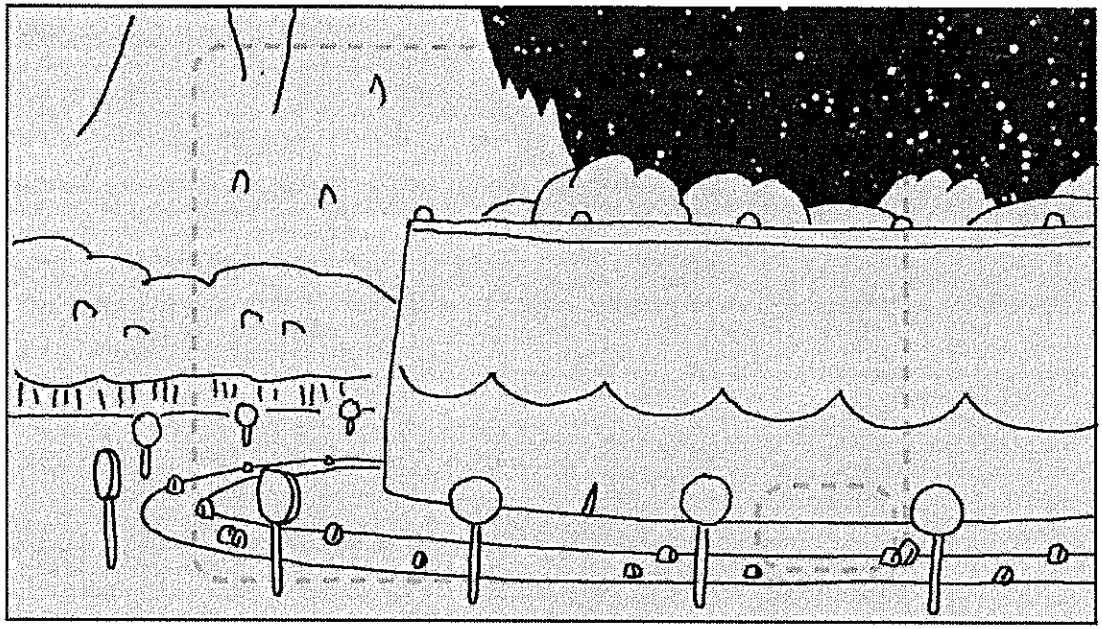
S14

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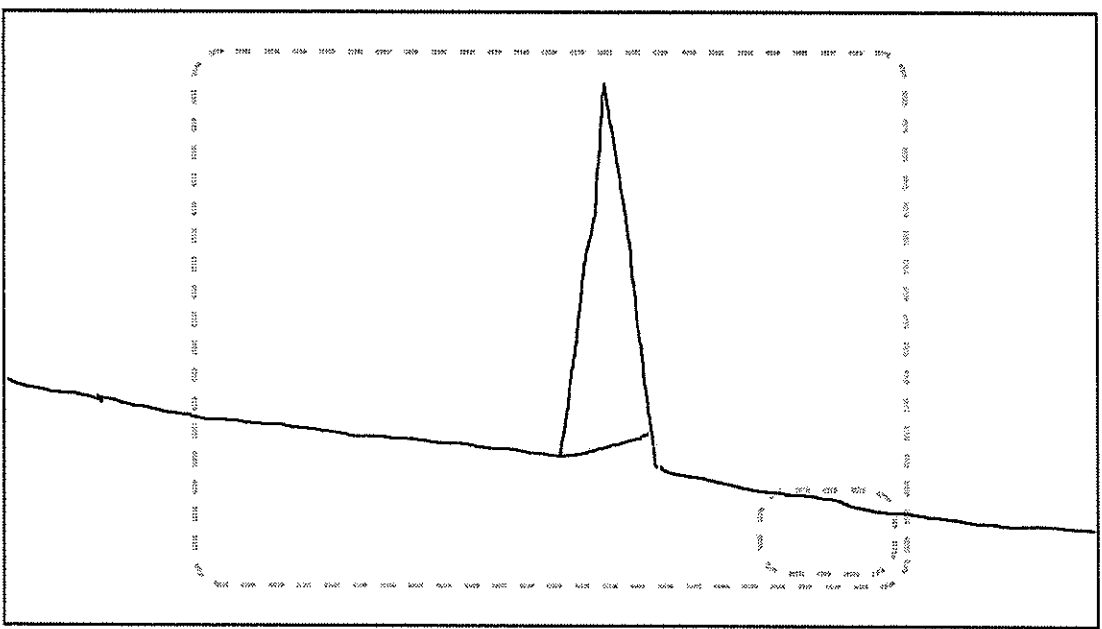
ADVENTURE TIME



Sc. 192 Pnl. A Bg. day night



Sc. 193 Pnl. A Bg. day night



Dialog:	(M) (V/O, SINGING) RIGHT THERE WHERE YOU LEFT IT... ♪
Action:	- CRACK IN THE WALL.
Timing:	515 516

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ADVENTURE TIME



Sc. 193 Pnl. B Bg. day night

Sc. 193 Pnl. C Bg. day night

Dialog: (M) (SINGING) LYING UPSIDE DOWN ♪

Action: - TORONTO SQUEEZES THROUGH CRACK.

Timing: 517

518

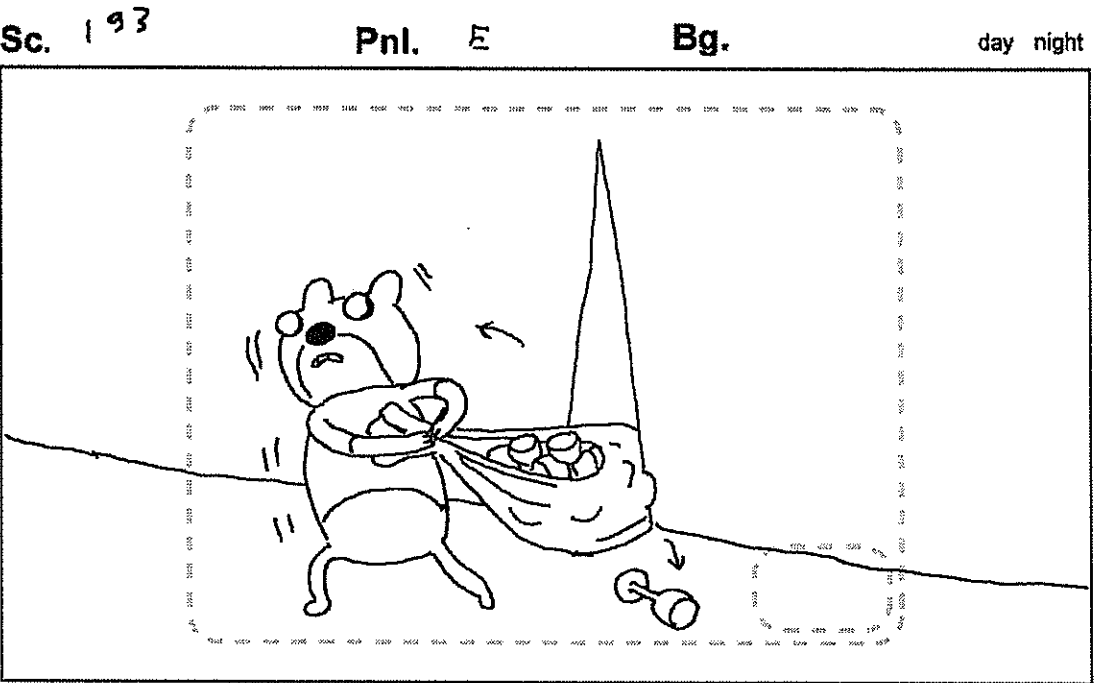
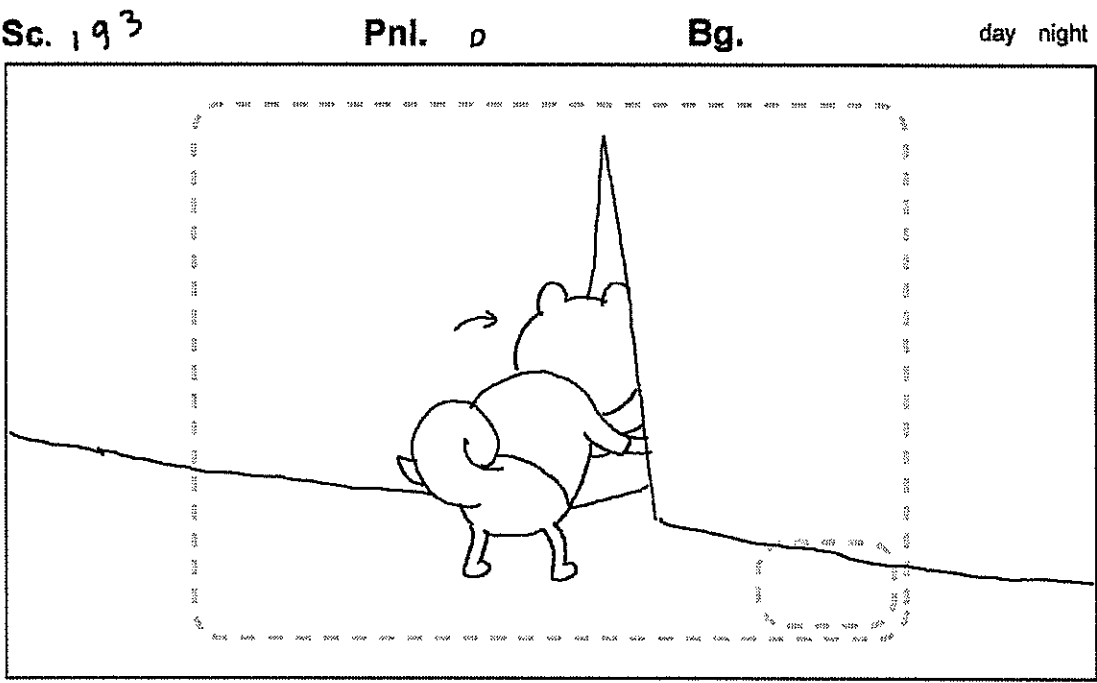
1034-219

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ADVENTURE TIME



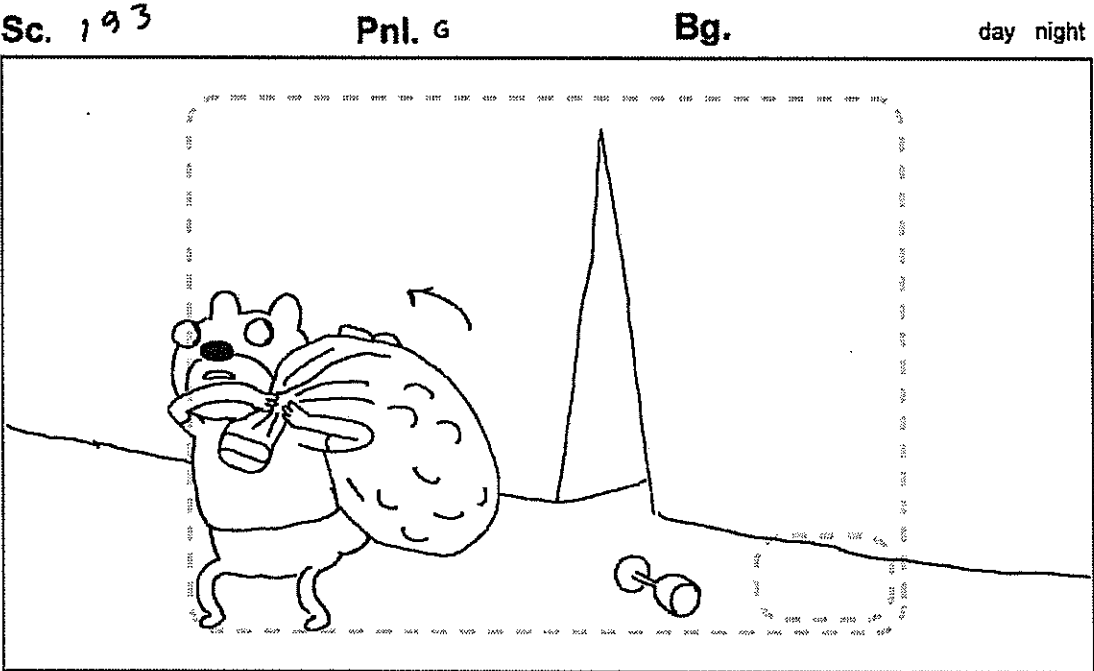
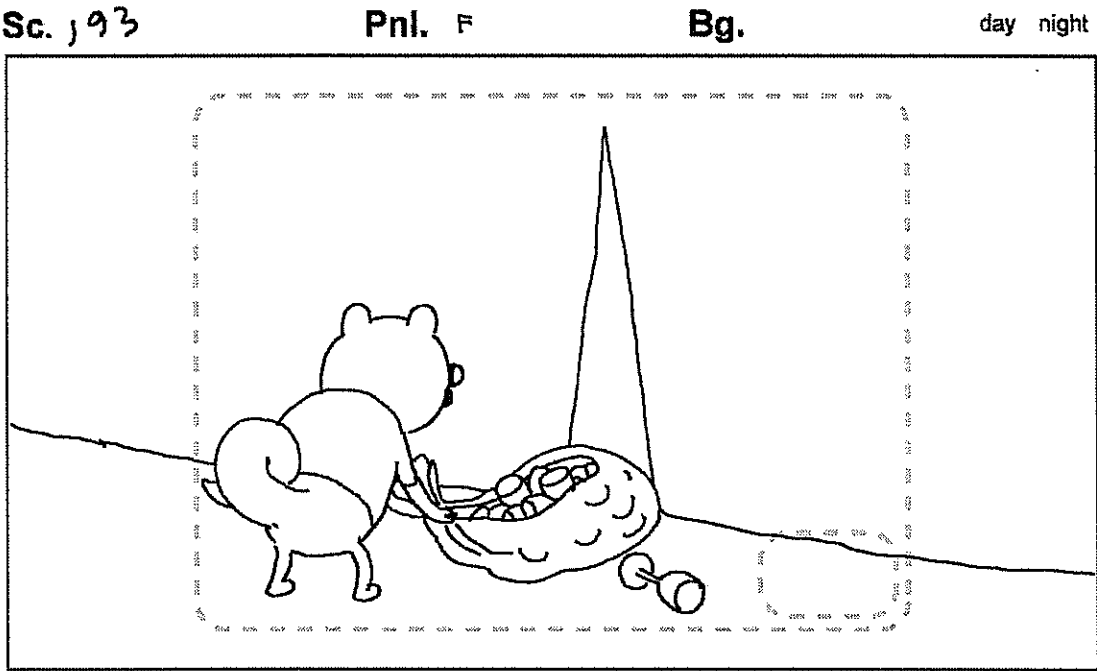
Dialog:	(SINGING)
(M)	♪ WHEN YOU FINALLY FIND IT -- ♪
(SFX)	≡ CLANGING ≡
Action:	- TORONTO REACHES INTO CRACK.
	-TORONTO ≡ STRUGGLING ≡ WITH SACK OF GOBLETS.
Timing:	
S19	S20

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ADVENTURE TIME

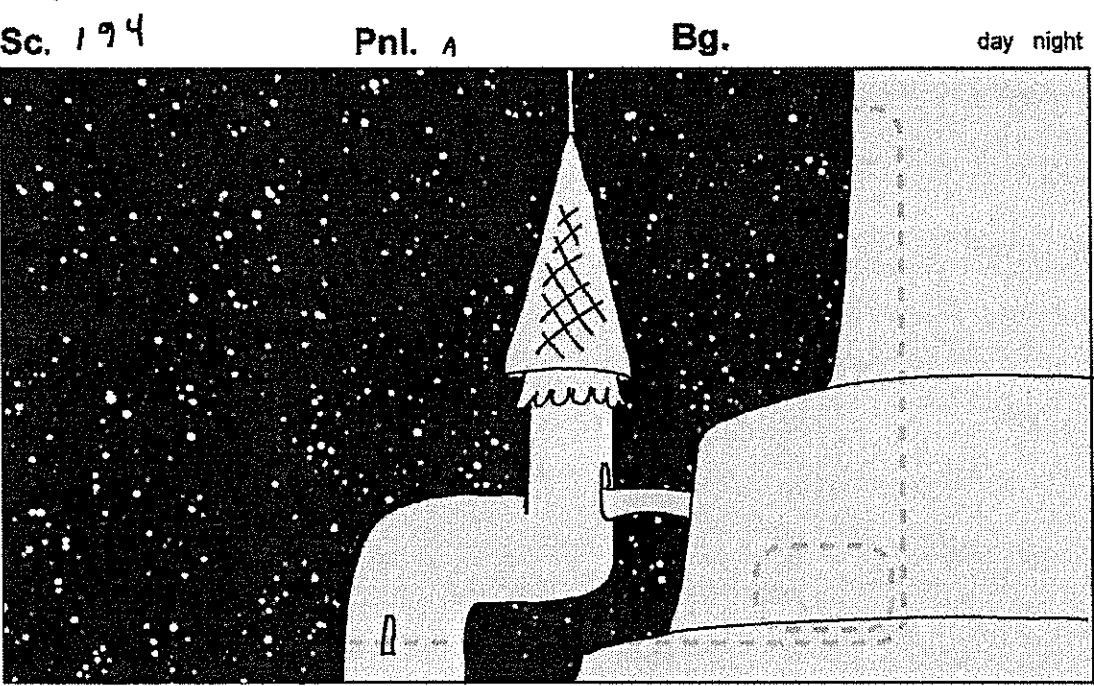
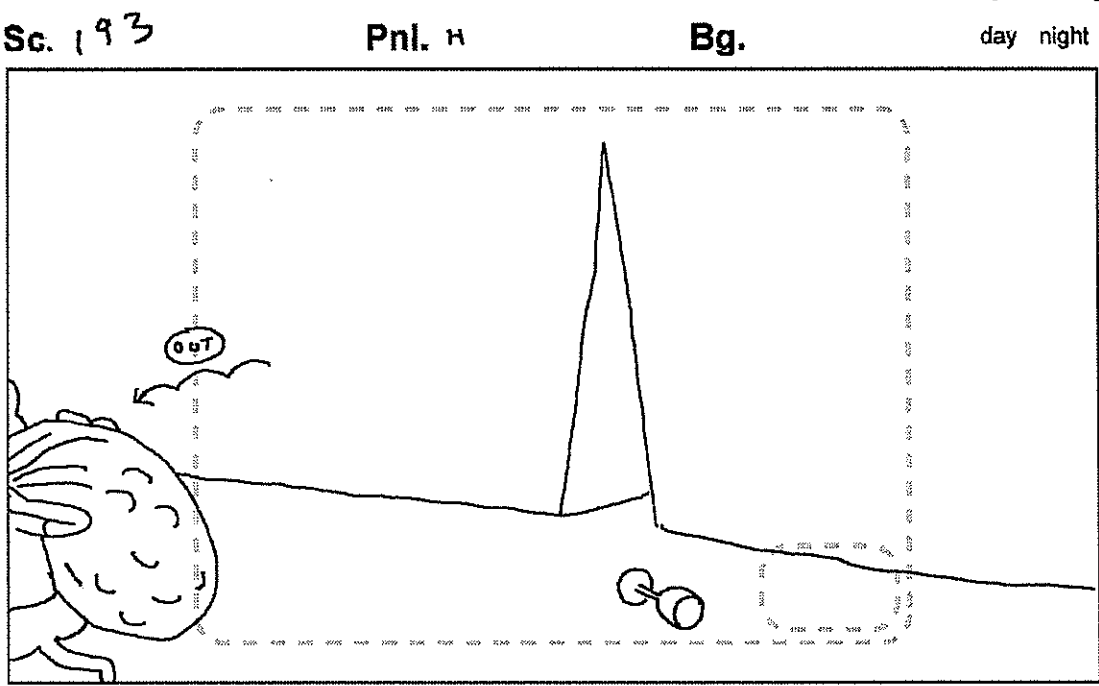


Dialog:	(M) (SINGING) YOU'LL SEE HOW IT'S FADED... ♪
Action:	-TORONTO HEFTS THE SACK !
Timing:	S21 S22

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ADVENTURE TIME



Dialog:	
(M)	(SINGING) THE UNDERSIDE IS -- ♪
Action:	- TORONTO HUSTLES OFF/S. - CUT TO CANDY KINGDOM TOWER.
Timing:	523 524

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ADVENTURE TIME

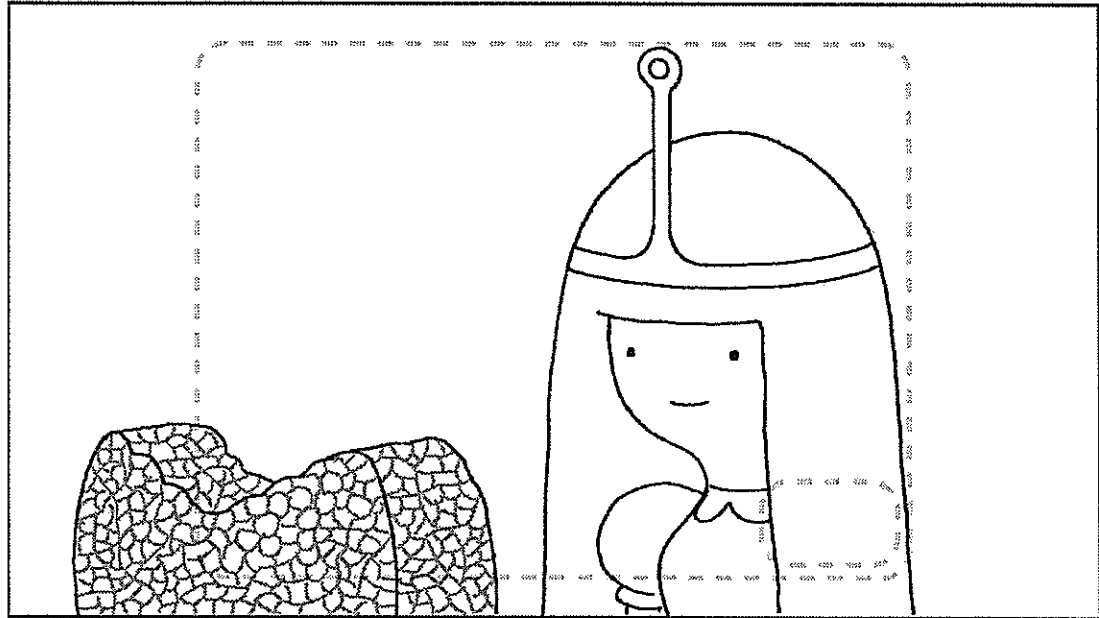


Sc. 195

Pnl. A

Bg.

day night

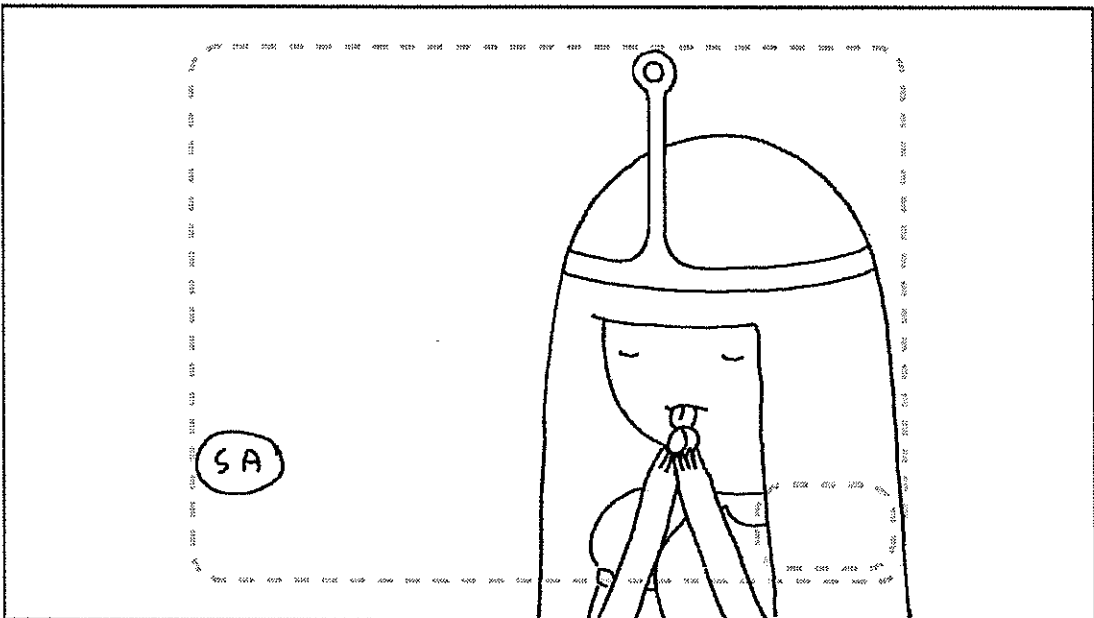


Sc. 195

Pnl. B

Bg.

day night



Dialog:

(M) ♪ LIGHTER WHEN YOU TURN -- ♪

Action:

- INT. CANDY KINGDOM - PB LICKS CANDY PIECE,

Timing:

525

526

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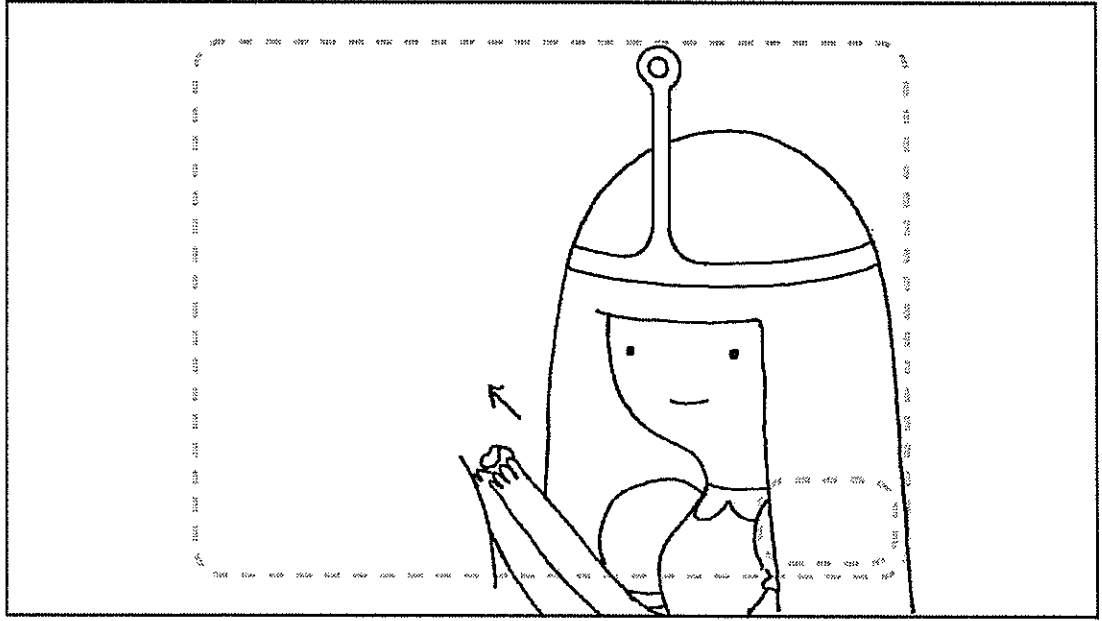


Sc. 195

Pnl. C

Bg.

day night

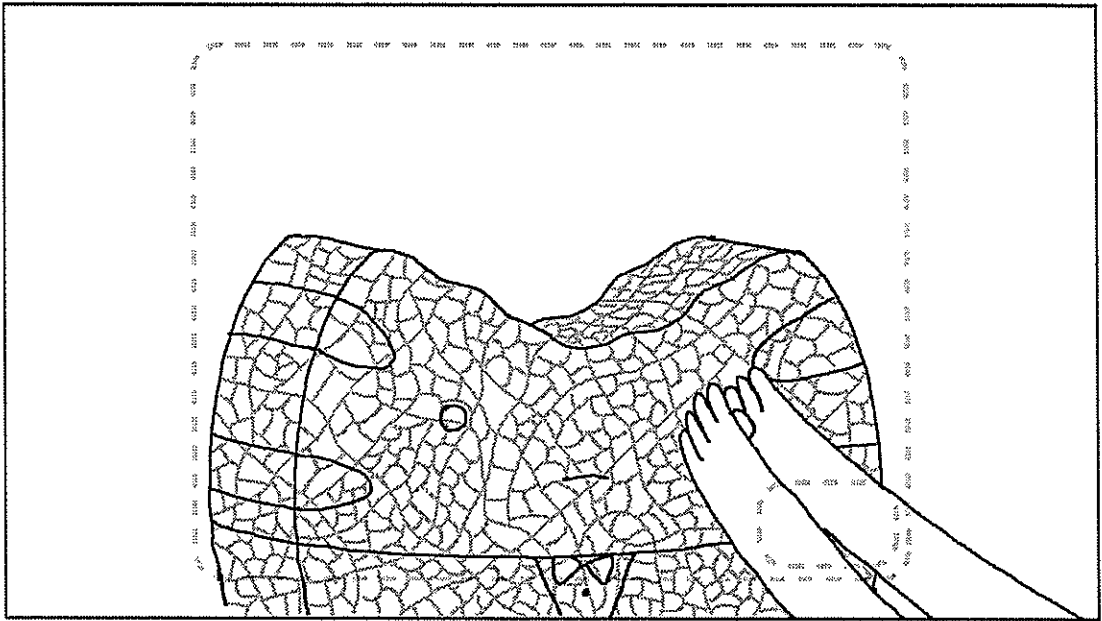


Sc. 196

Pnl. A

Bg.

day night



Dialog:

— (M) ♪ IT AROUND ♪

Action:

- PB PUTS PIECE BACK ON PEP-BUT.

Timing:

527

528

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ADVENTURE TIME



Sc. 196

Pnl. β

Bg.

day night

Sc. 196

Pnl. ϵ

Bg.

day night

Dialog:	(M) EVERYTHING STAYS--
Action:	- PB LOWERS HANDS OFF/S.
Timing:	529 530

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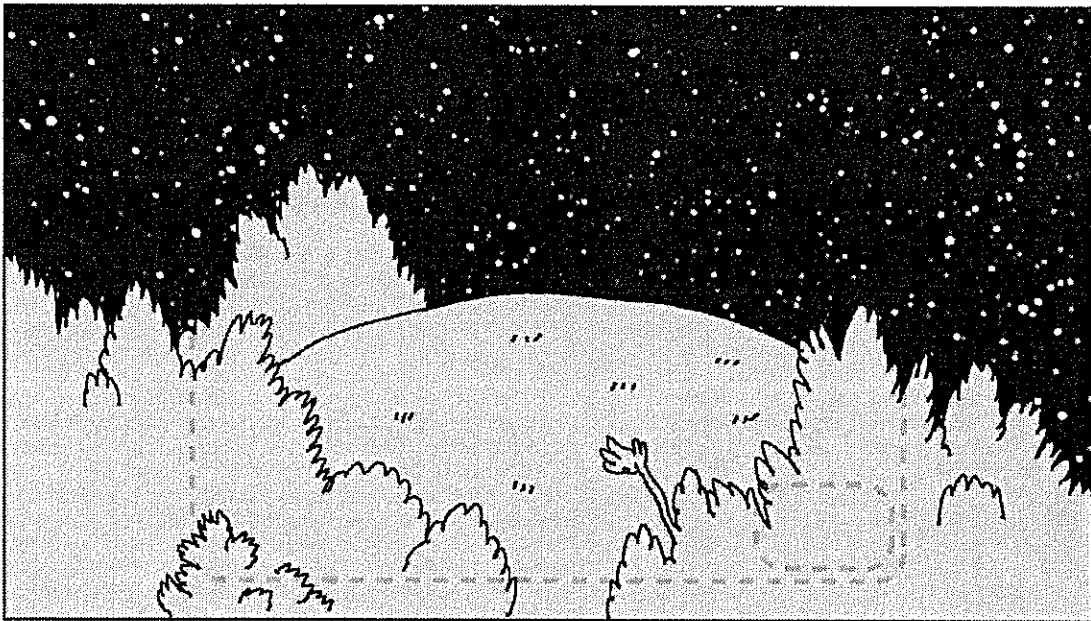


Sc. 197

Pnl. A

Bg.

day night

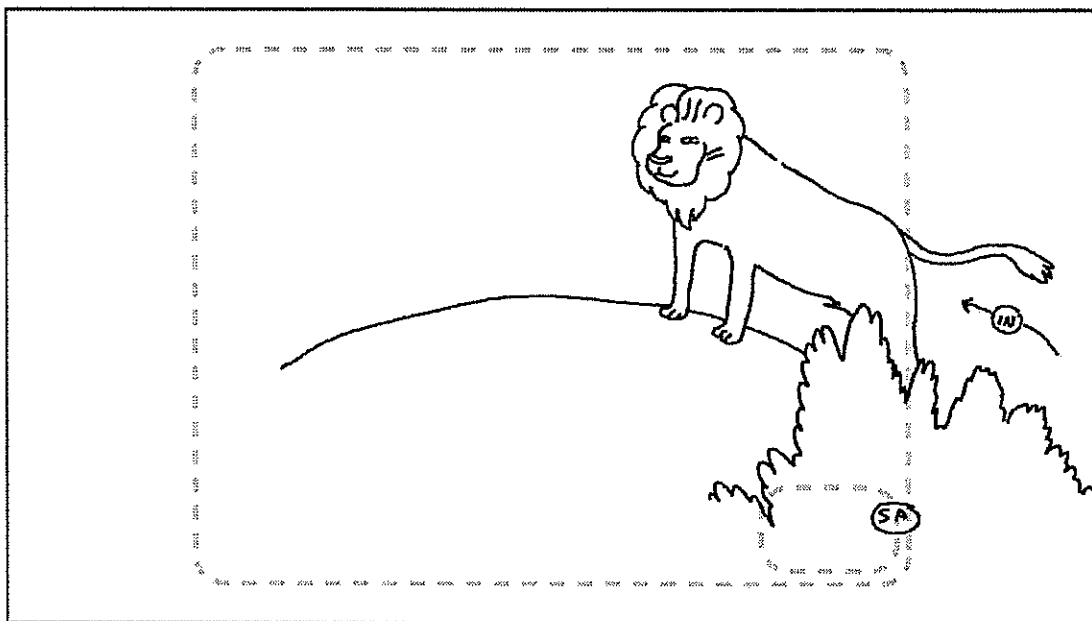


Sc. 197

Pnl. B

Bg.

day night



Dialog:

(M) ♪ RIGHT WHERE YOU LEFT IT ... ♪

Action:

- LION WALKS ON/S.

Timing:

531

532

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ADVENTURE TIME



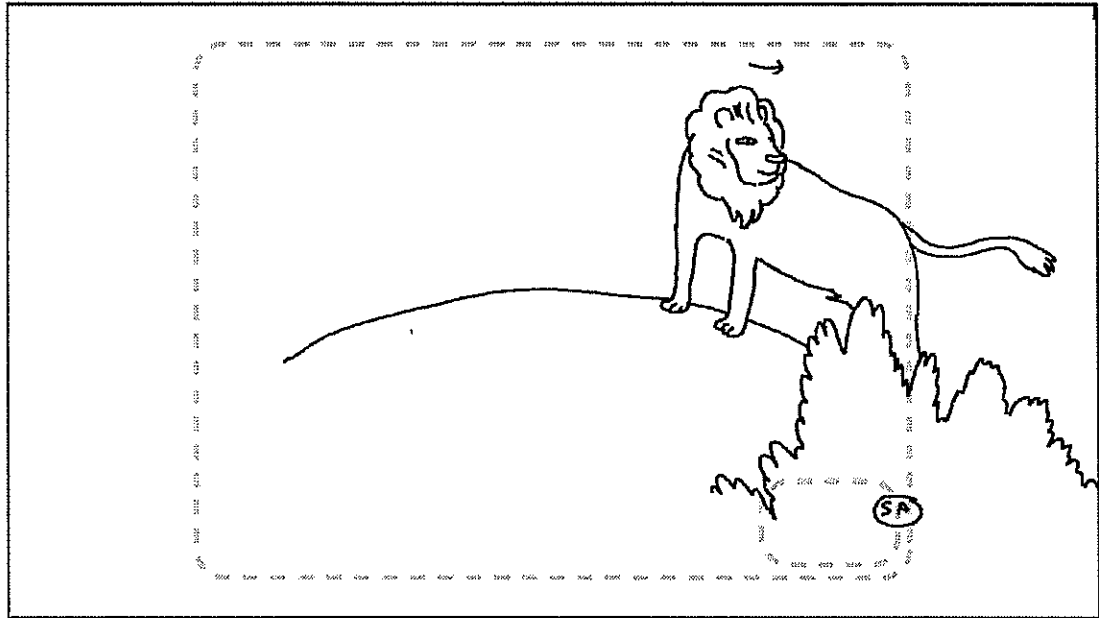
Page 267

Sc. 197

Pnl. C

Bg.

day night

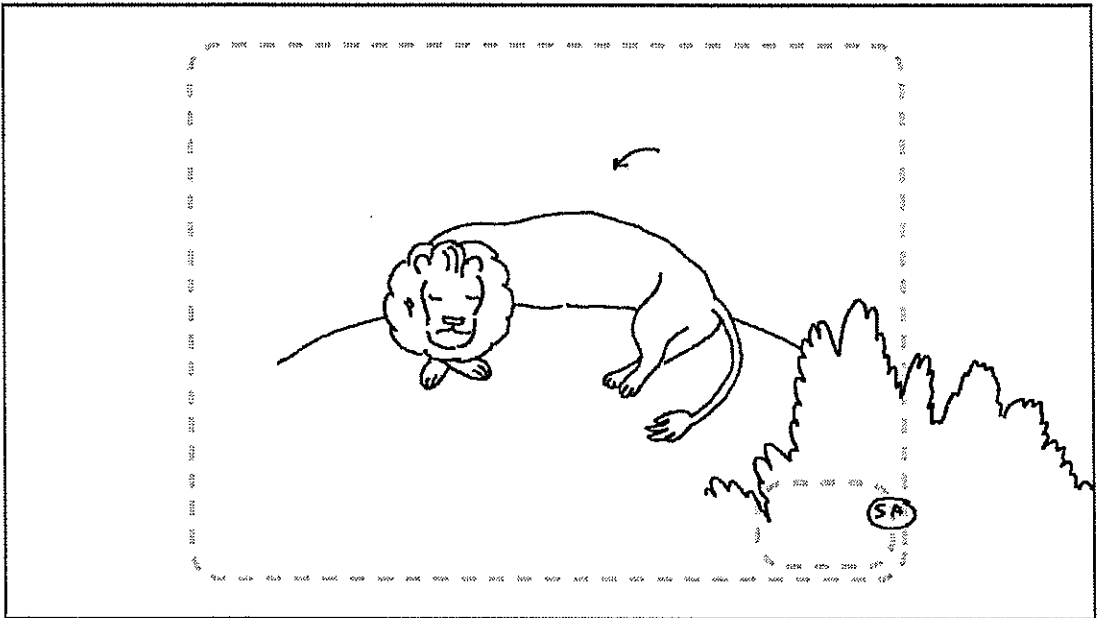


Sc. 197

Pnl. D

Bg.

day night



Dialog:

(M) ♪ EVERYTHING STAYS--♪

Action:

-LION LIES DOWN.

Timing:

533

534

EPISODE # 1034-219

Production :

ADVENTURE TIME



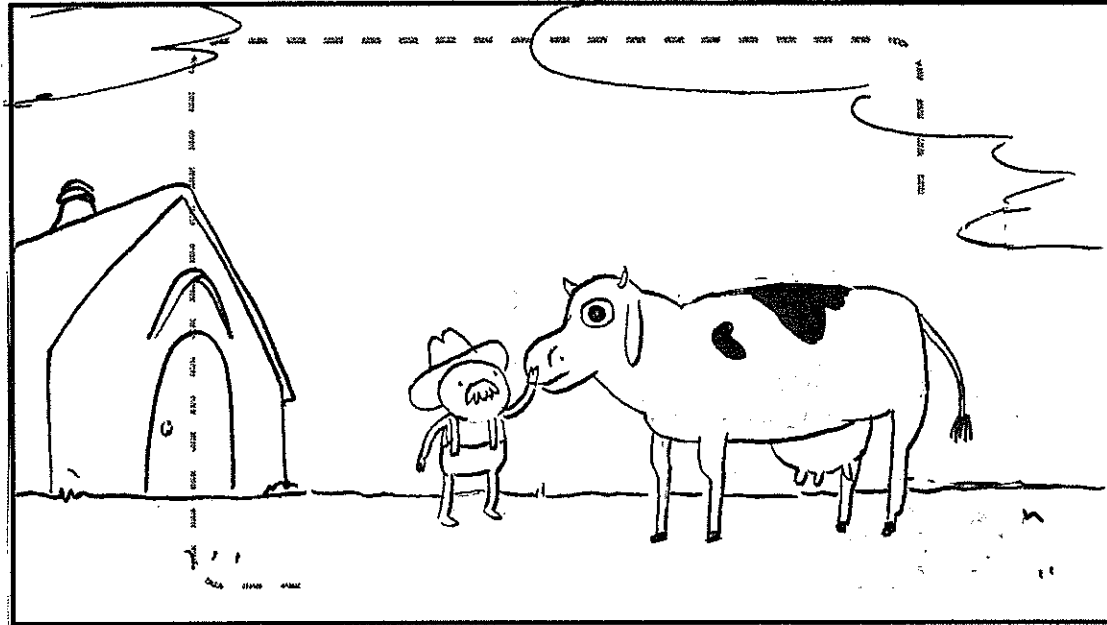
Page 268

Sc. 198

Pnl. A

Bg.

day night

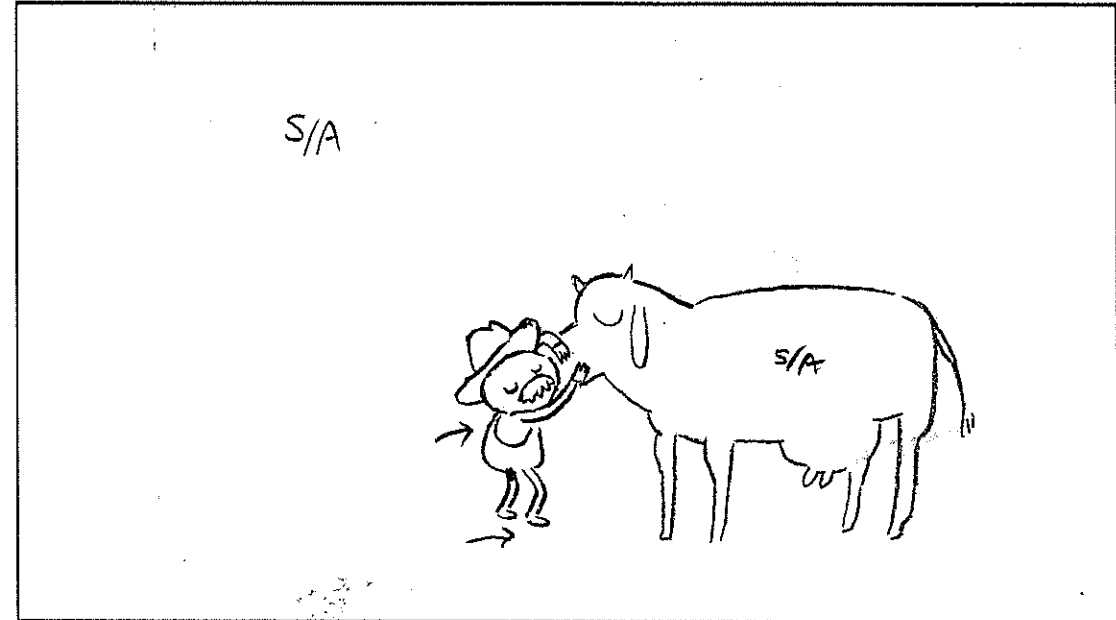


Sc. 198

Pnl. B

Bg.

day night



Dialog:

(M) ♪ BUT IT STILL CHANGES... ♪

Action:

- CLOUD DANCE PETS COW.

- CD HUGS COW.

Timing:

535

536

EPISODE #

Production :

ADVENTURE TIME



Page 269

Sc. 199

Pnl. A

Bg.

day night



Sc. 199

Pnl. B

Bg.

day night



Dialog:

(VO, SINGING)

(M)



EVER SO SLIGHTLY,

DAILY AND NIGHTLY ...



Action:

-FLASHBACK TO PT. 2 SCENE.

-MARCELINE'S MOM ROCKS MARCI.

Timing:

537

538

EPISODE #

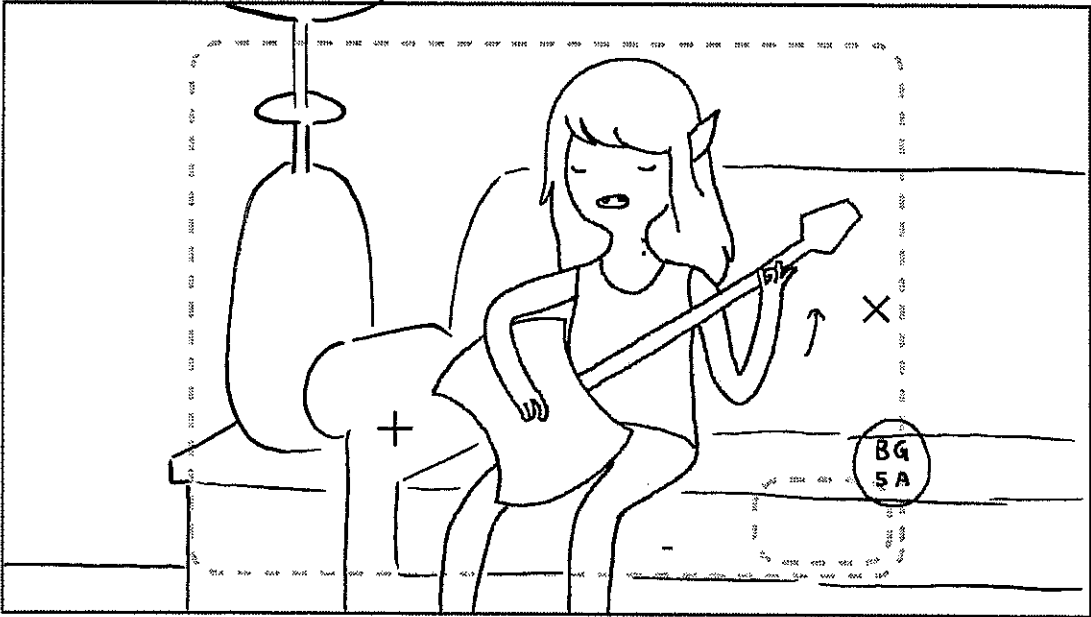
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ADVENTURE TIME



Sc. 200 Pnl. A Bg. day night



Dialog:

(M) (SINGING)

♪ IN LITTLE WAYS ... ♪

Action:

(G) A B C D (H) E F C D E F

Timing:

539

(A)		(B)			(G)	
+		+			(H)	
(C)		(D)				
+		+				
(E)		(F)				
+		+				

540

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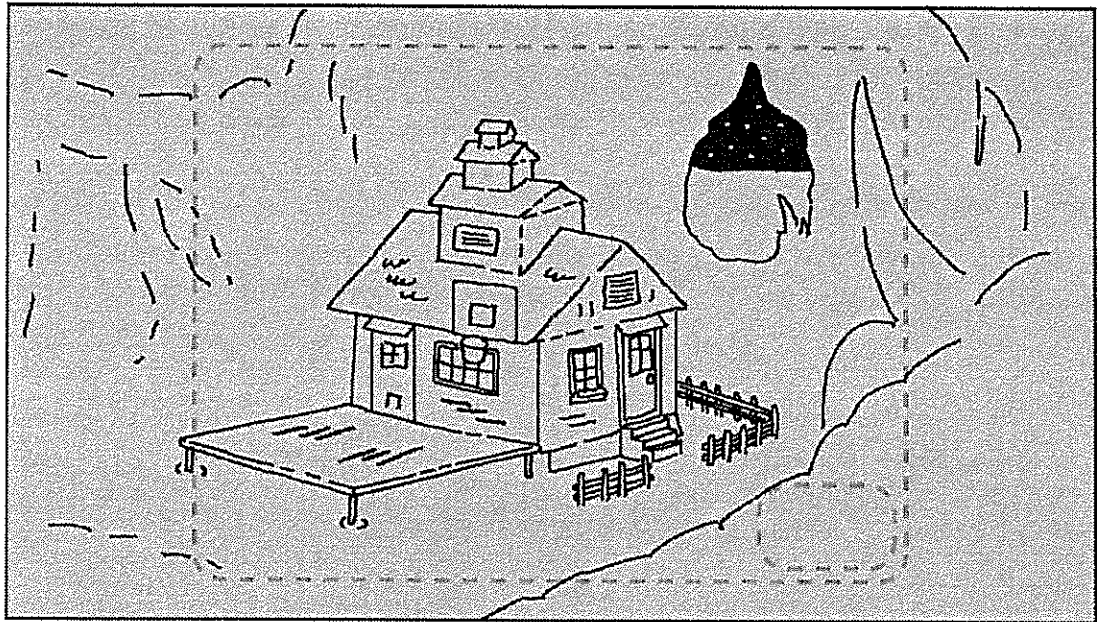


Sc. 201

Pnl. A

Bg.

day night

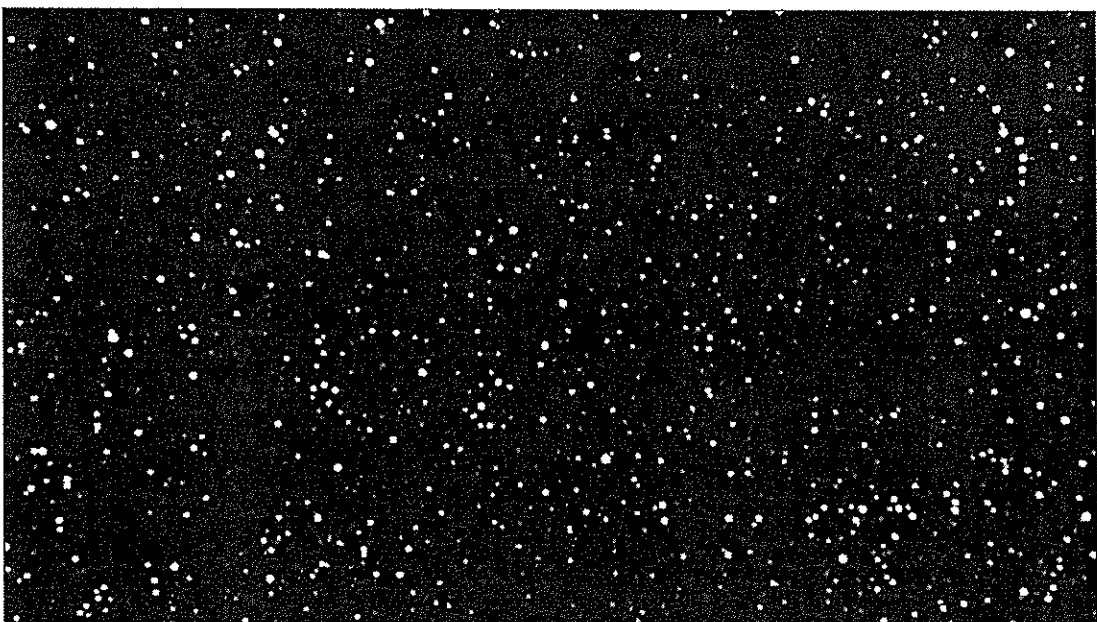


Sc. 202

Pnl. A

Bg.

day night



Dialog:

(O/S, SINGING)

(M) ♪ EVERYTHING... STAYS ... ♪

Action:



Timing:

541

542

THE
END

Production :

EPISODE #

1034-219